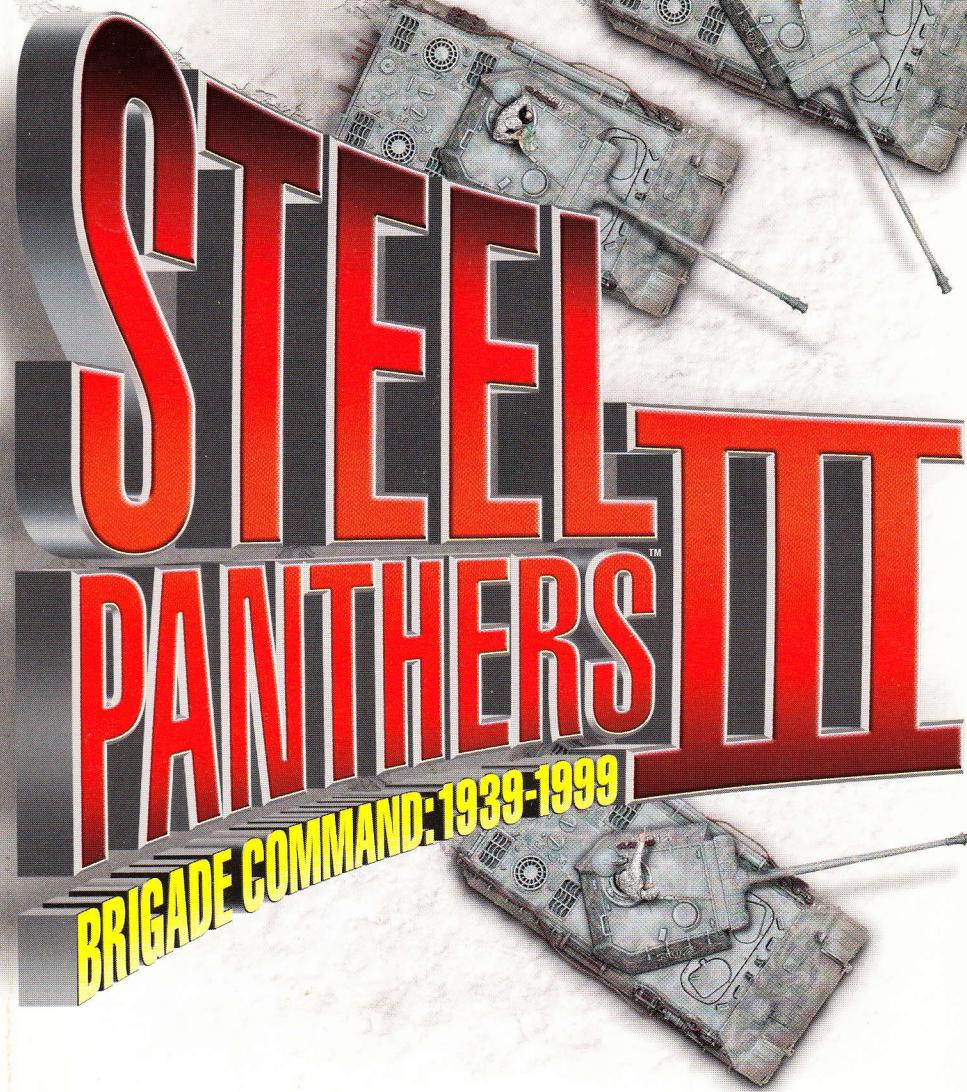


# STEEL PANTHERS™ III

BRIGADE COMMAND: 1939-1999



USER MANUAL



A MINDSCAPE® COMPANY

## CONTENTS

<b>STEP UP TO A HIGHER LEVEL OF WARFARE!</b>	1
<i>Getting Started</i>	2
<i>What Comes with This Game?</i>	2
<i>Copy Protection</i>	2
<i>Mouse and Other Controls</i>	2
<i>Pop Up Text On The Map</i>	2
<i>Starting the STEEL PANTHERS III Tutorial</i>	3
<i>Selections Screen</i>	3
 <b>TUTORIAL SCENARIO</b>	5
<i>Setting Tutorial Preferences</i>	5
<i>Going into Battle</i>	6
<i>Tactical Screen</i>	6
<i>Battle Map</i>	7
<i>Game Turns</i>	9
<i>Your Turn One</i>	10
<i>The Computer's Turn One</i>	16
<i>Your Turn Two</i>	16
<i>The Computer's Turn Two</i>	20
<i>Your Turn Three</i>	20
<i>The Computer's Turn Three</i>	20
<i>Your Turn Four</i>	20
<i>The Computer's Turn Four</i>	21
<i>Your Turn Five</i>	21
<i>The Computer's Turn Five</i>	21
<i>Your Turn Six</i>	21
 <b>GAME PLAY</b>	23
<i>Game Play Notes</i>	23
<i>Tactical Screen Controls</i>	32
 <b>PREFERENCES SCREEN</b>	37
<i>General Preferences</i>	37
<i>Player Preferences</i>	38
<i>Realism Preferences</i>	39

<b>CAMPAIGNS</b>	41
<i>Campaign Generator</i>	41
<i>North Africa 1941-42</i>	41
<i>Stalingrad 1942</i>	41
<i>Market Garden 1944</i>	41
<i>Vietnam 1964-71</i>	41
<i>K.A.T.O. 1988</i>	41
<i>Holy War 2000</i>	42
<i>Purchase Unit Formations</i>	42
<i>Deployment</i>	45
<i>Manually Deploying Formations</i>	46
<i>Deployment Controls</i>	47
<i>Unit Command Screen</i>	50
<i>Campaign Scenario Results</i>	54
<b>BATTLE GENERATOR</b>	55
<i>Set Troop Quality</i>	55
<i>Set Other Preferences</i>	55
<i>Select a Country</i>	56
<i>Player Control Setting</i>	56
<i>Map Selection</i>	56
<i>Map Size</i>	56
<i>Set Type of Battle Mission</i>	56
<i>Set Month</i>	57
<i>Set Year</i>	57
<i>Buy Units</i>	57
<i>Purchase Specific Equipment</i>	58
<i>Deploy Formations</i>	59
<b>SCENARIO EDITOR</b>	60
<i>Selecting Nationality</i>	60
<i>Set Year and Month</i>	60
<i>Visibility Setup</i>	61
<i>Buy, Deploy and Auto Buttons</i>	61
<i>Select Mission Type</i>	61
<i>Map Controls</i>	61
<i>Build a Map</i>	62
<i>Deploy Forces</i>	63
<i>Saving Scenarios</i>	63

<b>MAP EDITING CONTROLS</b>	.....
<b>DISPLAY SCREEN CONTROLS</b>	.....
<b>SCENARIO EDITOR NOTES</b>	.....
<b>EDITOR KEYBOARD COMMANDS</b>	.....
<b>EDITING CAMPAIGNS</b>	.....
<i>Editing Scenarios</i>	.....
<i>Create Scenarios</i>	.....
<i>Victory Level</i>	.....
<i>Campaign Text</i>	.....
<i>Select Nation</i>	.....
<i>Name Campaign</i>	.....
<i>Build Points</i>	.....
<i>Start Date and End Date</i>	.....
<i>Exit</i>	.....
<b>PLAYING BY EMAIL</b>	.....
<i>Email Scenarios</i>	.....
<i>Playing a Generated Battle by Email</i>	.....
<b>TACTICAL NOTES</b>	.....
<i>Reconnaissance</i>	.....
<i>Infantry</i>	.....
<i>Cover</i>	.....
<i>Infantry vs. Infantry</i>	.....
<i>Tanks and Anti-Tank units</i>	.....
<i>Helicopters</i>	.....
<i>Artillery</i>	.....
<i>Last Words</i>	.....
<i>Appendix A — Nationality Command Rating</i>	.....
<i>Appendix B — Hidden Artillery Spotting Rating</i>	.....
<i>Appendix C — Experience Ratings</i>	.....
<i>Appendix D — Morale Ratings</i>	.....
<i>Appendix E — Leadership Ratings</i>	.....
<b>ABBREVIATIONS</b>	.....
<b>GLOSSARY</b>	.....
<b>HOTKEYS</b>	.....

41	<i>Map Editing Controls</i>	64
41	<i>Deploy Screen Controls</i>	67
41	<i>Scenario Editor Notes</i>	73
41	<i>Editor Keyboard Commands</i>	73
41	<b>CREATING CAMPAIGNS</b>	74
41	<i>Linking Scenarios</i>	74
42	<i>Choose Scenarios</i>	74
42	<i>Victory Level</i>	74
45	<i>Campaign Text</i>	75
46	<i>Select Nation</i>	75
47	<i>Name Campaign</i>	75
50	<i>Build Points</i>	75
54	<i>Start Date and End Date</i>	75
55	<i>Exit</i>	75
55	<b>PLAYING BY EMAIL</b>	76
55	<i>Email Scenarios</i>	76
56	<i>Playing a Generated Battle by Email</i>	76
56	<b>TACTICAL NOTES</b>	77
56	<i>Reconnaissance</i>	77
56	<i>Infantry</i>	78
57	<i>Cover</i>	78
57	<i>Infantry vs. Infantry</i>	78
57	<i>Tanks and Anti-Tank units</i>	79
58	<i>Helicopters</i>	79
59	<i>Artillery</i>	79
60	<i>Last Words</i>	79
60	<i>Appendix A — Nationality Command Ratings</i>	80
60	<i>Appendix B — Hidden Artillery Spotting Ratings</i>	81
61	<i>Appendix C — Experience Ratings</i>	83
61	<i>Appendix D — Morale Ratings</i>	84
61	<i>Appendix E — Leadership Ratings</i>	86
61	<b>ABBREVIATIONS</b>	87
62	<b>GLOSSARY</b>	89
63	<b>HOTKEYS</b>	90



The latest game in the STEEL PANTHERS series, STEEL PANTHERS III: BRIGADE COMMAND, is a tactical wargame involving modern units and weapons which reflects battlefields from World War II to 1999 and the nations involved. The scale has been increased, from individual tanks and squads of infantry commanded at the company and platoon level, to tank, artillery, and air strike sections and infantry platoons commanded up to the brigade level, creating the feel of real combined arms command in the late 20th century. Individual leaders are attached to each unit ("unit" refers to a section or platoon) and have the capability to rally their troops when the going gets tough. New command and control rules enhance the feeling of real command. From a direct overhead view, you can command the entire battlefield from afar, or zoom in to see all of the action.

Choose from over forty nations including the participants of World War II and the forces of many modern nations. All of the weapons from both of the previous STEEL PANTHERS games are included, to allow you to experience the evolution of modern warfare from 1939 to the near future.

In all-new scenarios you can command companies of infantry, platoons of tanks, specialist team units, or squads of missile launchers, from the bazooka in the 1940's to the yet-to-come smart weapons in 1999. In the scenario-linked campaigns, you can purchase a core force to which you add replacements, upgrades, make repairs, or add single-scenario-only support units as you use combined arms tactics to overcome each new opponent.

Featuring tanks and other weapons from a half-century of warfare STEEL PANTHERS III: BRIGADE COMMAND has been designed to satisfy both the novice and experienced wargame enthusiast with dozens of optional realism settings allowing each battle to be anything from a rollicking good shoot out, to a realistic, grinding, frontal assault. In addition to the units and modern weapons, there are also night battles and equipment for night-fighting.

There are over forty individual scenarios and six campaigns from which you can choose new nationalities, the starting years of the war, and play vs. the computer or a friend via Email; and if that's not enough, an Editor allows you to create any type of battlefield you want from the ground up, complete with the units of your choice.

## Getting Started

We strongly recommend that you proceed step-by-step through the **User Manual** which begins on page 5 since it has been written to complement the game. The **User Manual** explains the basic concepts of how the game works; however, to fully understand how the game interface works as a whole, then turn to the "Game Play" section of this book. The **User Manual** also defines some commonly used terms. We also recommend you view the **README.TXT** file for the latest information.

## What Comes with This Game?

Your box should contain this User Manual, a data card, and a **Steel Panthers III: Brigade Command CD**. The User Manual explains how to play the game. The data card contains the game menus, scenarios, unit classes, and equipment. To play the game, you must insert the CD into the CD-ROM drive and follow the instructions on the data card.

## Copy Protection

There is no physical copy protection on your STEEL PANTHERS III: BRIGADE COMMAND CD. In order to play, the CD must be in the CD-ROM drive.

## Mouse and Other Controls

STEEL PANTHERS III: BRIGADE COMMAND features an active mouse interface. When the cursor is passed over a unit, a button, or an icon, a **Pop Up Window** appears. In this book, the term "click" means move the mouse icon to the desired area and press the left mouse button. In this book, the term "double click" means move the mouse icon to the desired area and press the right mouse button. In this book, the term "Spacebar" means to hit the **Spacebar** or **ESC** key on the keyboard to stop a game at the end of the current turn if

## Pop Up Text On The Map

As you move the cursor over the map, text information will appear in a **Pop Up Window** when the cursor is currently pointing to. The information will include the hex number, the hex, any minefields, barbed wire, and dragon's teeth. It will also include the victory point value of any objective in the hex, information on the enemy unit the cursor is pointing to, including (if the unit is selected) the number of hits it has taken and the number of hits required to hit the unit if you fire at it with the currently selected weapon.



## Getting Started

We strongly recommend that you proceed step-by-step through the "Tutorial" section of the manual which begins on page 5 since it has been written to familiarize you with the menus and aspects of a STEEL PANTHERS III: BRIGADE COMMAND scenario. The tutorial explains many of the basic concepts of how the game works; however, if you just want to learn about how the interface works as a whole, then turn to the "Game Play" section on page 23. A glossary at the end of this book also defines some commonly used terms in the game. We also strongly recommend you view the README.TXT file for the latest information.

## What Comes with This Game?

Your box should contain this User Manual, a data card, and a STEEL PANTHERS III: BRIGADE COMMAND CD. The User Manual explains how to play and has important information on menus, scenarios, unit classes, and equipment. To play, install the game according to instructions on the data card.

## Copy Protection

There is no physical copy protection on your STEEL PANTHERS III: BRIGADE COMMAND CD, but in order to play, the CD must be in the CD-ROM drive.

## Mouse and Other Controls

STEEL PANTHERS III: BRIGADE COMMAND features an active mouse pointer; whenever the mouse pointer is passed over a unit, a button, or an icon, a description of that item appears in a pop-up window, unless this feature has been disabled. This allows for quick and easy gameplay. In this book, the term "click" means move the mouse icon (an arrow) to the desired area on the screen, and press either the left or right mouse buttons. "Left-click" means move the mouse icon to the desired area and press the left mouse button. "Right-click" means move the mouse icon to the desired area and press the right mouse button. When viewing video footage, simply hit the **Spacebar** or **ESC** key on the keyboard to stop the video. Also, the **Spacebar** can be used to stop a game at the end of the current turn if the computer is playing itself.

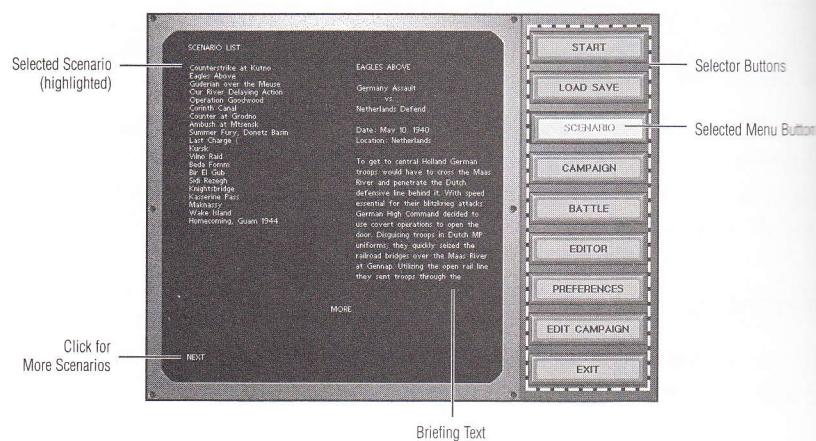
## Pop Up Text On The Map

As you move the cursor over the map, text information is displayed regarding the unit and hex the cursor is currently pointing to. The information includes the terrain and its elevation in the hex, any minefields, barbed wire, and dragon's teeth in the hex that are visible to you, the victory point value of any objective in the hex, information concerning the type of friendly or enemy unit the cursor is pointing to, including (if the unit is an enemy unit) the basic chance to hit the unit if you fire at it with the currently selected unit.

# STARTING THE STEEL PANTHERS III TUTORIAL

Even if you are experienced with the STEEL PANTHERS system, you should play the tutorial scenario to become acquainted with the new tactical level and features involved in this game.

The tutorial has step-by-step instructions to allow quick familiarity with the screens, types and options. For individual unit information, the Encyclopedia screens provide detailed information for each nationality's units.



## Selections Screen

The Selections screen contains the game options for STEEL PANTHERS III. There are nine buttons on the right side of this screen. The rest of the screen contains a window that displays the available scenarios, campaigns, and saved games, along with their descriptions.

Start

The Start button begins the selected scenario, campaign, or saved game.

## Load Save

This button allows you to load a saved game. Click on the game you want to load, and then click on the Start button.

Playing the button allows you to play any individual mission in the game. **PANTHERS III: BRIGADE COMMAND** is the first mission in the game with **STEEL PANTHERS III: BRIGADE COMMAND** being the last. Left-click on the words NEXT and PREVIOUS to move to the next or previous mission. Left-click on the one you want to play, and then click on the button you want to play.

Book III offers six different campaigns, which each campaign is made up of several scenarios. In the "Campaigns" section, starting on page 41. You can find more information below.

1000

This option allows the quick creation of new battle scenes for the battle, as well as the battle size, year, and more. Please see the section below. For more information, see the "Battle" section.

卷之三

The *Steel Panthers III: Brigade Command* Editor allows you to create campaigns literally from the ground up. You create streams, hills, buildings, and other kinds of terrain. For more information, see the "Terrain Editor" section on page 60.

## References

## Edit Campaign

STEEL PANTHERS III: BRIGADE COMMAND features the ability to create units. Details on this process can be found in the "Creating" section.

Exit

The Exit button quits the game and returns to the DOS screen.

should play the tutorial scenarios involved in this game. Familiarity with the screens and media screens provide familiarity with the game.

The Editor allows you to play any individual scenario, including one you craft with STEEL PANTHERS III: BRIGADE COMMAND Editor. There are more than forty scenarios in the game with STEEL PANTHERS III: BRIGADE COMMANDER, and provisions have been made to play them. Left-click on the words NEXT and PREVIOUS to display all of your choices. Click on the one you want to play, and then click on the Start button or simply double-click on the scenario you want to play.



Selector Buttons

Selected Menu Button

STEEL PANTHERS III offers six different campaigns, which can be selected by left-clicking on them. Each campaign is made up of several scenarios each. For more information, see the "Campaigns" section, starting on page 41. You can also create your own campaigns as described below.

#### **Battle**

This option allows the quick creation of new battle scenarios. You determine the nationalities for the battle, as well as the battle size, year, and more. Please note that this option is not the same as the Scenario Editor below. For more information, see the "Battle Generator" section, starting on page 55.

#### **Editor**

The STEEL PANTHERS III: BRIGADE COMMAND Editor allows you to build custom scenarios and campaigns literally from the ground up. You create the actual battlefield, complete with roads, hills, buildings, and other kinds of terrain. For more information, see the "Scenario Editor" section on page 60.

#### **Preferences**

This button opens the Preferences screen where you can change settings that affect game play and the appearance of STEEL PANTHERS III. For more information, see the "Setting Tutorial Preferences" starting on page 5, or the "Preferences Screen" section on page 37.

#### **Edit Campaign**

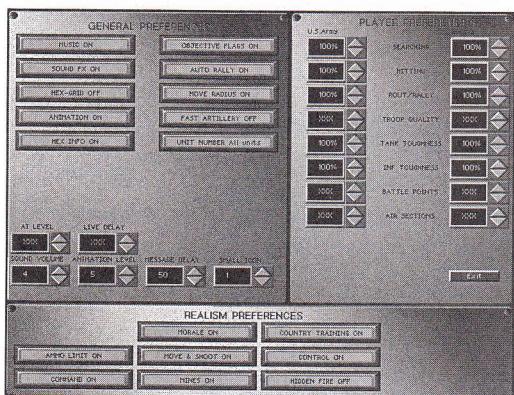
STEEL PANTHERS III: BRIGADE COMMAND features the ability to create campaigns by linking scenarios. Details on this process can be found in the "Creating Campaigns" section, starting on page 74.

#### **Exit**

The Exit button quits the game and returns to the DOS prompt.

## TUTORIAL SCENARIO

Before beginning the STEEL PANTHERS III: BRIGADE COMMANDER tutorial and actually fighting, lets review one of the features of the game that provides a powerful tool for customizing the experience of commanding a combined arms force in the modern world, the Preferences screen.



### Setting Tutorial Preferences

Left-click on the Preferences button found on the Selections screen. Complete details of the Preferences screen can be found in the “Preferences Screen” section, starting on page 37, but for now lets concentrate on just a few. The default for two of these settings Fast Artillery and Control is OFF.

#### Fast Artillery On / Off Button

The Fast Artillery setting controls how the delivery of indirect fire is displayed — when this is toggled ON, the indirect fire is displayed as one set of explosions per firing unit, rather than a series of shots, arriving one at a time.

#### Control On / Off Button

The Control option is one of the most important changes to STEEL PANTHERS III: BRIGADE COMMAND. When the Control option is ON, each leader attached to a formation generates a certain number of “orders” which are required for units to function. In addition, the unit’s assigned stance, either Advance or Defend regulates the unit’s behavior in situations where the unit is forced to respond during the opposing player’s turn. For complete information, see the “Command Control and Orders” section, starting on page 23. The rest of the tutorial assumes that the Control option is ON, and results may differ if it is left off.

#### Message Delay

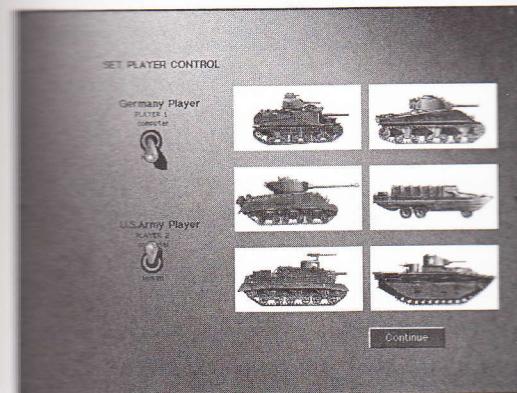
You can control how long messages are displayed during each turn using this option. The up-and down-arrows adjust the message delay in increments of 10, or left-click in the field to set a specific amount of delay.

### Exit

When these options are set, left-click on the Exit button to begin the tutorial.

### Going into Battle

On the Selections screen, click on the Scenario button, and in the window to the left. Click on Next until you find the tutorial. Click on the Start button to continue.



screen, you can Start Turn, Save Game, Quit Orders, set AI Level at its default of 0 and click on Start Turn to continue. If you mind and do not want to play the tutorial, click on Exit Game.

In this tutorial scenario, you lead German forces and you advance, and counterattack where possible. Capture as many as you can, but do not allow the Americans to capture the Village. The quarters unit starts the tutorial.

### Tactical Screen

Your units are deployed on the west side of the map in four groups. The first group occupies an urban area near the northwest corner. The second group is near the west edge of the map, and slightly to the south. The third group occupies a village. To the east of this group is a fourth group.

and actually fighting, in  
customizing the em-  
e Preferences screen.

## Tutorial Preferences

In the Preferences box, on the Selections screen, complete details of the screen can be found in the "Preferences Screen" section on page 37, but for concentrate on just a default for two of these Artillery and Control

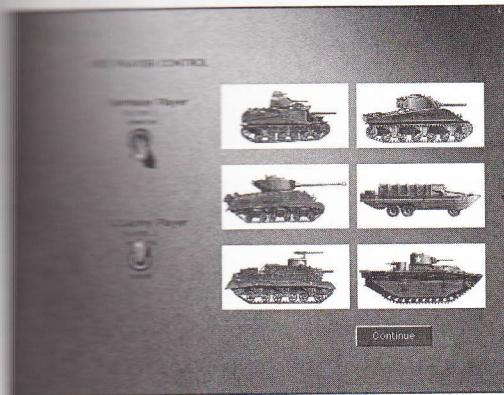
ayed — when this is  
ng unit, rather than a

PANTHERS III: BRIGADE  
tion generates a cer-  
addition, the unit's  
situations where the  
information, see the  
he tutorial assumes

These buttons are set, left-click on the Exit button to return the Selections screen and  
the Preferences screen.

## Tutorial

In the Selections screen, click on the Scenario button, and a list of available scenarios appears  
on the left. Click on Next until you find the Tutorial. Click on Tutorial, and then  
click the Start button to continue.



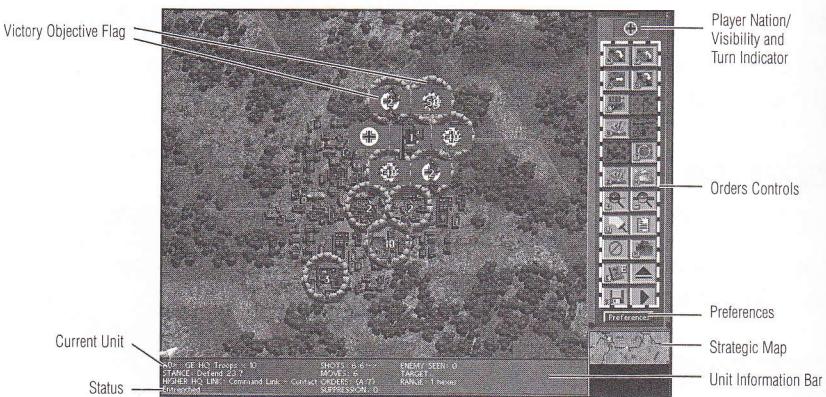
On this screen, you can Start Turn, Save Game, Quit Orders, set AI Level, and Exit Game. Leave the AI Level at its default of 0 and click on Start Turn to continue with the tutorial. If you change your mind and do not want to play the tutorial, click on Exit Game.

In this tutorial scenario, you lead German forces and your orders are to halt the American  
advance, and counterattack where possible. Capture as many of the Victory Objective flags as  
you can, but do not allow the Americans to capture the Victory Objectives where your head-  
quarters unit starts the tutorial.

## Tactical Screen

Your units are deployed on the west side of the map in four groups. The group with your head-  
quarters unit occupies an urban area near the northwest corner of the map. A Panzer IV for-  
mation is near the west edge of the map, and slightly to the southwest, a group of anti tank  
weapons occupies a village. To the east of this group is a formation of infantry entrenched in  
another village.

The next screen is the Set Player Control screen, which allows you to determine which side you are going to play. The defaults are set for a human controlled German side and a computer controlled U.S. side. These settings can be changed by clicking on the switches, but for this tutorial, keep the default settings and click on Continue. The Germany Player screen appears. On this



## Battle Map

The Tactical screen is where most of the game is played. The Battle Map, the actual playing area, is composed of individual hexes; each hex equals about two hundred yards.

There are four main display sections of the Tactical screen: the Battle Map which displays the battlefield terrain and your units; the Unit Information bar; a small Overall Map; and a set of twenty-three Tactical Control buttons which permit orders, other than straightforward fire and movement, to be given to your units. These buttons also make options available such as an extensive equipment encyclopedia, the Preferences screen, and the Save Game screen.

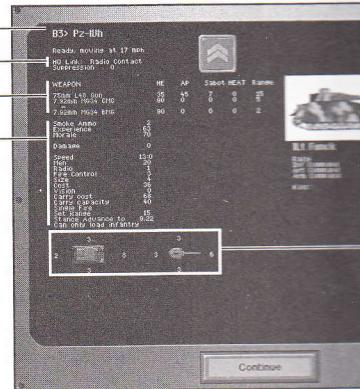
To see different portions of the Battle Map, move the mouse to the upper border to scroll the map up, move the mouse to the right border to scroll the map to the right, and so on.

## Unit Information Bar

During gameplay, the Unit Information bar along the bottom of the screen displays the current active unit's information as follows:

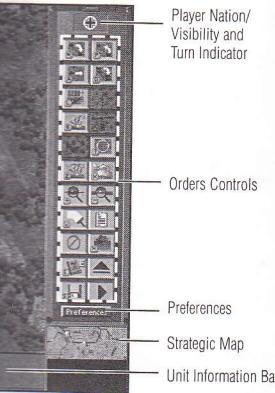
- ◆ The current unit's formation designation such as A0, A1, and so on.
- ◆ The unit's name.
- ◆ STANCE: shows unit's assigned stance, either Advance to or Defend, followed by a hex location.
- ◆ The movement status such as Entrenched, Pinned, or Ready. Once the unit has moved, the display changes to read Ready followed by the unit's speed in miles per hour (MPH).

- ◆ SHOTS: shows the number of times this unit may shoot. If the number is one, the unit has more than one type of weapon and each weapon type is listed in the order in which the weapon is listed on the screen. You can view the Unit Command screen by right-clicking on the unit. For example, a tank always has a main gun and usually has one or two side guns. An asterisk means that weapon has been turned off in the Unit Command screen.
- ◆ MOVES: shows the unit's number of movement points. If the number is zero, it means the unit may not move that turn.
- ◆ ORDERS: shows the source of and number of available orders.
- ◆ SUPPRESSION: shows the unit's current suppression level.
- ◆ ENEMY SEEN: indicates the number of visible enemy units.
- ◆ TARGET: identifies the unit's current target.
- ◆ RANGE: shows the unit's attack range in hexes. If the range is zero, the unit cannot shoot at enemy targets when they move within 5 hexes of the unit.
- ◆ Altitude if unit is a helicopter.



## Viewing a Unit

Right-click directly on tank platoon B3 to switch to the Unit Command screen. This screen displays all the information about it. The unit's name, HQ Link (which indicates who the unit is under command of), weapon type(s), amount of ammunition, experience level, and current status.



the Battle Map, the actual playing  
is two hundred yards.

the Battle Map which displays the small Overall Map; and a set of other than straightforward fire make options available such as, and the Save Game screen.

to the upper border to scroll the  
p to the right, and so on.

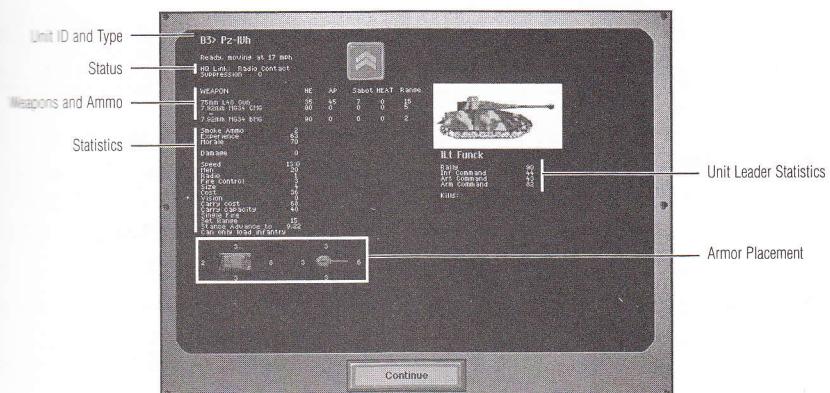
n of the screen displays the cur-

and so on.

Defend, followed by a hex location.

Once the unit has moved, the speed in miles per hour (MPH)

- **SHOTS:** shows the number of times this unit may shoot during this turn. If there is more than one number, the unit has more than one type of weapon available. The number of shots for each weapon type is listed in the order in which the weapons are listed on the Unit Command screen. You can view the Unit Command screen by right-clicking on a selected unit. For example, a tank always has a main gun and usually has one or more additional machine guns. An asterisk means that weapon has been turned off in the Unit Command screen.
- **MOVES:** shows the unit's number of movement points remaining. If "Moves" is not displayed then it means the unit may not move that turn.
- **ORDERS:** shows the source of and number of available orders.
- **SUPPRESSION:** shows the unit's current suppression level.
- **ENEMY SEEN:** indicates the number of visible enemy units.
- **TARGET:** identifies the unit's current target.
- **RANGE:** shows the unit's attack range in hexes. If the range is 5, then this unit may start shooting at enemy targets when they move within 5 hexes (1000 yards away).
- Altitude if unit is a helicopter.



### *Viewing a Unit*

Right-click directly on tank platoon B3 to switch to the Unit Command screen containing details about it. The unit's name, HQ Link (which indicates whether it is in or out of contact with its leader), weapon type(s), amount of ammunition, experience, morale, and leader information

is displayed. A unit's stance and fire range can also be changed here. The amount of ammunition remaining is displayed for all types of ammunition carried by the unit. The armor diagram indicates a unit's front, side, and rear armor ratings for both the turret and hull separately where applicable. Red armor numbers indicate that the top of the unit is not covered with armor (open topped), and is more susceptible to enemy attacks. For more information about the unit statistics and controls available on this screen, see the "Unit Command Screen" section, starting on page 50 for more information.

## Strategic Map

The Strategic Map (in the lower-right corner of the screen) provides a view of the entire battlefield. To quickly move the Battle Map display to an area, left-click over what you wish to view on the Strategic Map.

## Hex Description Text

Below the mouse pointer appears the pop-up text box that describes the hex which the mouse pointer is currently over. If the hex is occupied by a unit, the pop-up text box describes the unit's identification, combat status, and the height and terrain type of the hex. If the hex is empty, then the hex coordinates, elevation, and type of terrain appear. Weapon fire information is displayed here during combat.

## *Hot Keys and Menu Buttons*

For easy play in STEEL PANTHERS III, the Tactical Control buttons have their keyboard equivalents marked in their lower-left corners. For example, the Zoom In and Zoom Out buttons have a “+” and a “-”, respectively.

### *Zoom In and Zoom Out*

To view the entire Battle Map at different magnifications, left-click on the Zoom In or Zoom Out buttons.

## Game Turns

Each scenario in STEEL PANTHERS III is made up of a number of turns, and each turn equals six to thirty minutes of real time. Basically you move and fire all your units, and then your opponent does the same. This tutorial scenario has twelve turns. In each turn you and the enemy are given a chance to move or load units, attack enemy units, rally troops, and call for indirect fire.

For complete descriptions of the Tactical Control buttons, see the “Tactical Screen Controls” section, starting on page 32. Now for some important game concepts.

100

When the scenario begins, the screen is centered on

other features of the Unit Menu screen, see the "Unit" section. Note that the Panther units' Ready status appears in yellow, indicating they are wet and enter later as reinforcements.

Back on the Battle Map, to cycle forward unit by unit on the keyboard or left-click on the Go to Next Unit button. Left-clicking on the Go to Previous Unit button cycles

To cycle forward through all of the formations is the Formation HQ button, or press the G key.

## Setting Objectives

You have one Pz-IV tank formation near the west  
B1. Notice that clicking on a unit causes the number  
Units belonging to the same formation do this together  
of one formation.

Move the cursor to the bottom edge of the map to see the marker in hex (9,22). This is the tank formation's current position. It is going to take place near the center of the map, just a little closer to the action.

Make sure **B0** is selected using the Next or Previous (red flag) and the Objective screen appears. Click appears in that hex. Press **Esc** to leave the screen should have the orders, "Advance to (47,19)."

ed here. The amount of ammunition carried by the unit. The armor diameter both the turret and hull separately. The top of the unit is not covered by attacks. For more information, see the "Unit Command Screen"

provides a view of the entire battle. Left-click over what you wish to

scribes the hex which the mouse pop-up text box describes the unit type of the hex. If the hex is in appear. Weapon fire informa-

ons have their keyboard equivalents. Zoom In and Zoom Out buttons have

left-click on the Zoom In or Zoom

of turns, and each turn equals all your units, and then your turns. In each turn you and the units, rally troops, and call for

the "Tactical Screen Controls" concepts.

## Your Turn One

When the scenario begins, the screen is centered on a unit outlined by a red hex. This is unit **B0**, your Headquarters unit; orders and leadership stem from here, so protect it well.

Name	Status	Moving	Shots	Sup	HE	Af	Dam	Exp	Mer	Men	Run
GE MG34 Troop	Entrenched	6	6-6	0	50	0	0	82	0	10	2
Ready	1	2-3	0	35	45	0	73	73	10	2	
Ready	2	2-3	0	35	45	0	62	76	20	4	
Ready	1	2-3	0	35	45	0	64	65	20	4	
Ready	2	2-3	0	35	45	0	63	70	20	4	
Ready	3	2-3	0	35	45	0	74	79	20	4	
Ready	5	4-5	0	12	20	0	79	81	6	2	
75mm AT-Gun	Entrenched	0	6-6	0	25	45	0	75	75	16	3
Ready	0	3-0	0	73	0	0	75	72	14	2	
75mm AT-Gun	Ready	1	3-3	0	73	0	0	74	66	16	2
75mm AT-Gun	Entrenched	6	6-6	0	70	0	0	65	65	20	2
GE Rifleman	Entrenched	6	6-6	0	70	0	0	64	81	40	4
GE Rifleman	Ready	6	6-6	0	70	0	0	71	84	40	4
T-34/85 MG42 MMG	Ready	5	6-6	0	90	0	0	69	65	9	3
PG2	Immobilized	0	6-6	0	0	0	0	69	72	20	1
PG2	Immobilized	0	6-6	0	0	0	0	69	69	5	1
PG2	Immobilized	0	6-6	0	0	0	0	69	69	5	1
GE SMG Gunner: Flak 40	Ready	0	2-3	0	70	0	0	67	67	40	4
GE SMG Gunner: Flak 40	Ready	2	3-3	0	70	0	0	79	82	39	4
T-34/85 MG42 MMG In	Ready	5	6-6	0	90	0	0	78	72	6	2
Farmer: D	Ready	2	4-4	0	91	43	0	78	67	10	2
Farmer: D	Ready	0	2-2	0	32	45	0	66	72	10	2
Colonel Mortar	Entrenched	6	6-6	0	40	0	0	77	77	2	1
Colonel Mortar	Entrenched	2	4-6	0	40	0	0	73	70	6	2

## Reviewing the Troops

A list of your entire force can be viewed by clicking on the Go to Unit Menu button. All your forces and their current statistics appear on this screen. Each unit identification, A0, B2, and so on, is actually a button which returns to the Battle Map and selects that unit unless it is a passenger, in which case the carrier becomes active. For information on the

other features of the Unit Menu screen, see the "Unit Menu Button" section on page 34. Notice that the Panther units' Ready status appears in yellow. This indicates that they are not on the map yet and enter later as reinforcements.

Back on the Battle Map, to cycle forward unit by unit through your roster, you can press the **N** key on the keyboard or left-click on the Go to Next Unit button. Pressing the **P** key on the keyboard or left-clicking on the Go to Previous Unit button cycles through the roster in reverse order.

To cycle forward through all of the formations in your force, left-click on the Find Next Formation HQ button, or press the **G** key.

## Setting Objectives

You have one Pz-IV tank formation near the west edge of the map. Locate and click on unit **B0**. Notice that clicking on a unit causes the number on it to "color cycle," the strobing effect. Units belonging to the same formation do this together. This helps you locate all the elements of one formation.

Move the cursor to the bottom edge of the map to scroll downward. There is an Objective Flag marker in hex (9,22). This is the tank formation's current objective. Since much of the combat is going to take place near the center of the map, you are going to give these tanks an objective closer to the action.

Make sure **B0** is selected using the Next or Previous buttons. Click on the Set Object button (red flag) and the Objective screen appears. Click on hex (47,19), and an objective marker appears in that hex. Press **Esc** to leave the screen. All of formation **B** in "contact" with **B0** should have the orders, "Advance to (47,19)."

## Moving Your Units

To move, a unit's stance must be set on Advance. An activated unit is basically in one of two display modes, either "view move radius" or "view LOS." First, left-click on a unit to activate it. A red hexagon-shaped border surrounds the currently-active unit. When a unit is first selected, lighter-shaded hexes appear around it to show where it can move to given its movement points. This is the "move radius." The darker-shaded hexes are areas where the unit cannot move to. To move the active unit, simply left-click on a light-shaded hex and the unit moves toward that hex.

### Moving Several Units at Once

The All Formation Mode button allows you to select whole formations at a time. Just left-click where you wish one unit to go and the others follow it. Bear in mind, however, that when units move as a whole formation, they seldom stay in a straight line. "ALL" is displayed next to the formation ID (A0, B0, and so on) which lets you know that you are currently moving entire formations with one left-click. Left-click on All Formation Mode to switch back to single unit move mode.

**Note:** All Formation Mode is automatically reset to the "Off" setting at the beginning of every turn. Formation moves cannot be taken back with the Undo button.

### Movement Status

A unit's current movement status affects its ability to hit targets and to be hit by enemies. There are many types of movement status.

- ◆ Ready — Ready for action. Your units have a much higher chance of hitting targets and of spotting enemy units if they haven't moved.
- ◆ Entrenched — In a prepared position. Visually this looks like circles of piled-up sandbags. Units are difficult to hit when entrenched, or in protective cover such as under trees or inside buildings.
- ◆ Dug-In — The unit has improved its position and is harder to hit. The unit appears to be surrounded by a trench, however, the defensive value of being dug-in is not as high as being entrenched.
- ◆ Moving — Moving units do not spot enemy units as well as positioned units and have a reduced chance to hit units they shoot at.
- ◆ Pinned — Unit may not move. Shoots and spots enemy units less effectively. Being pinned is caused by taking a lot of suppression (basically being shot at). Suppression is discussed in more detail on page 17.

- ◆ Routed — Unit is running away from the battle. They are tired and don't want to fight anymore. Routed units cannot shoot, and are basically useless unless they are captured.
- ◆ Retreating — Unit is falling back from an untenable position rather than leaving the map.
- ◆ Bottomed — Hatches are closed, spotting ability is limited. HE artillery fire can cause tanks to become bottled up.

Keep in mind that if a unit such as a tank is moving away from the enemy to hit, but it also limits the tank's accuracy.

Unit may have additional symbols displayed after the status.

\* — An asterisk appearing after the unit's status indicates that the unit is currently attacking at least one enemy unit.

# — A "pound-sign" symbol appearing after the unit's status indicates that the unit has been fired upon in either the current turn or the previous turn.

### Movement Cost

Each terrain has a different movement point cost for ground units and the movement costs to cross different types of terrain.

### Combat Friction Movement Limitations

Soldiers have a tendency to slow down and become less effective when they know enemy troops are in the vicinity. The movement cost given to a unit when it is given in a turn is not always equal to the speed of the unit. This is because combat friction limits how many movement points a unit is given as a percentage of its speed. This is relative to enemy units (a unit may also lose speed if it is in a friendly unit's zone of influence or if the situation changes).

Unit has been fired upon within the past two turns:

Unit sees enemy units but has not been fired upon:

Unit sees no enemy units and has not been fired upon:

### LOS and Unit Facing

Facing is important since obviously you can't shoot at units that are facing away from you. Units generally have their best armor at the front of the unit. You should turn your units to face the enemy to receive the most damage.

- **Routed** — Unit is running away from the battle. Their morale has broken and they have panicked and don't want to fight anymore. Routed units are out of control, they move on their own, cannot shoot, and are basically useless unless or until they can be rallied by a leader.
- **Retreating** — Unit is falling back from an untenable position. They move on their own but fail to rally rather than leaving the map.
- **Buttoned** — Hatches are closed, spotting ability is reduced, but the unit can still move and fire. HE artillery fire can cause tanks to become buttoned, as can small-arms fire.

Keep in mind that if a unit such as a tank is moving at its fastest rate it is going to be difficult for the enemy to hit, but it also limits the tank's accuracy if it tries to shoot while moving.

A unit may have additional symbols displayed after its status:

- \* — An asterisk appearing after the unit's status indicates that the unit has been spotted by at least one enemy unit.
- # — A "pound-sign" symbol appearing after the unit's status indicates that the unit has been fired upon in either the current turn or the previous turn.

#### *Movement Cost*

Each terrain has a different movement point cost to cross. A table listing the five types of ground units and the movement costs to cross different types of terrain is on page 26.

#### *Combat Friction Movement Limitations*

Soldiers have a tendency to slow down and become more cautious when they are being shot at or when they know enemy troops are in the vicinity. To reflect this, the movement points a unit is given in a turn is not always equal to the speed of the unit. The following chart outlines how many movement points a unit is given as a percentage of its Speed based on the situation it is in relative to enemy units (a unit may also lose movement points during the turn as its situation changes).

	VEHICLE UNIT	INFANTRY UNIT
Unit has been fired upon within the past two turns:	67% of Speed	50% of Speed
Unit sees enemy units but has not been fired upon:	100% of Speed	67% of Speed
Unit sees no enemy units and has not been fired upon	100% of Speed	100% of Speed

#### *LOS and Unit Facing*

Facing is important since obviously you can't shoot what you can't see and units such as tanks generally have their best armor at the front of the vehicle and less armor in the rear. You should turn your units to face the enemy to receive the benefits of the better frontal armor and

so you can see the enemy. To change a unit's facing simply right-click several hexes away from the unit in the direction you want it to face. Notice that the cone of view changes and if you changed the facing far enough, the unit actually turns in place. Try right-clicking one hex at a time in a clockwise direction to slowly spin the unit 360° to see the unit's LOS change. Changing facing costs no movement points. This is the "view LOS mode." Simply left-click on the unit again to display the unit's move radius.

Units are able to fire directly only when enemy units have been spotted and are in the unit's LOS. Keep in mind that some units are difficult to spot, depending on their type and the terrain they are in. In general, infantry can spot enemy units much better than vehicles. Smoke is often used to obscure an enemy's LOS, masking either attacking or retreating enemy units.

**Note:** It is much easier to destroy vehicles when shooting them in the rear or in the side.

### Stacking

You may purposely stack multiple units in the same hex including enemy occupied hexes by holding down the **Shift** key and left-clicking on the hex containing another unit while you are issuing movement orders. This costs one extra movement point per unit or wreck in the hex.

### Victory Objectives

The winner of a scenario is the side with at least a 1.25 : 1 advantage in accumulated points when the scenario ends. Points are accumulated for all the scenarios you complete during a campaign. Points are accumulated in two ways, by comparing the number of enemy units you destroy vs. how many of your units are destroyed, and most importantly by capturing geographical objectives (being the last side to have moved a unit into the hex). Nationality flags mark each Victory Objective flag and which side currently controls it. On the small Strategic Map in the lower-right corner of the screen, the objective flags appear as green dots. When you capture Victory Objective flags, the enemy flags turn into the flag of your units' nationality. A beige flag with a large white "V" on it represents a neutral Victory Objective flag which neither side has captured yet, or can no longer capture because it has been destroyed in the case of Fuel and Ammo Dumps.

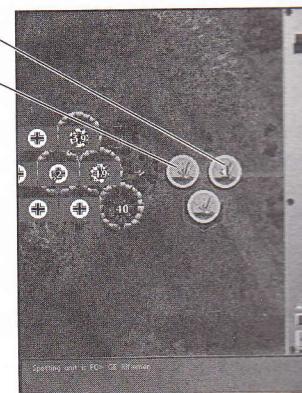
Now you can move the Panzer IV formation toward its new objective. Select **B0**, and a range of hexes is highlighted. These highlighted hexes indicate where the selected unit can move without using any orders. If orders are available, a unit can move within its movement limit to any hex. In this case, since all the tanks are going to the same place, you can move them as a formation. Click on the All Formation button, or press the **A** key. Click on a highlighted hex somewhere near (12,7), and all the tanks move toward there. Turn the All-Formation Mode off so you don't accidentally move all elements of the next formation. Moves made while the All-Formation Mode is on cannot be canceled with the Undo button.

### Indirect Fire Basics

Units that attack by indirect fire must have their fire

### Artillery Spotting

Leaders for each unit have an Artillery rating that shows indirect fire missions. To have a successful Indirect Fire mission, the unit must have an Artillery rating, and can see the hex you want to target. You can check a leader's Artillery rating by right-clicking on the unit. The leader's statistics are listed



### Indirect Fire Missions

When you left-click on the Indirect Fire Menu button, or appears. Every unit that can be assigned to perform a mission is listed alpha-numerically. Left-clicking on the unit name shifts the currently targeted hex of that unit. If the unit has no tar

### Selecting a Target



Selecting a hex to be bombarded is a simple process. Click on the hex to be attacked; the standard red hex button for the type of ordnance you wish to use. The hex changes to show the "Targeted" status. The line of buttons indicates how many turns before the target is hit.

right-click several hexes away from the cone of view changes and if you place. Try right-clicking one hexagon 360° to see the unit's LOS change LOS mode." Simply left-click

been spotted and are in the units depending on their type and the terrain much better than vehicles. Some attacking or retreating enemy units them in the rear or in the side.

including enemy occupied hexes by containing another unit while you are point per unit or wreck in the hex.

advantage in accumulated points scenarios you complete during a the number of enemy units you most importantly by capturing geo-unit into the hex). Nationality flags controls it. On the small Strategic flags appear as green dots. When you the flag of your units' nationality. A factory Objective flag which neither has been destroyed in the case of

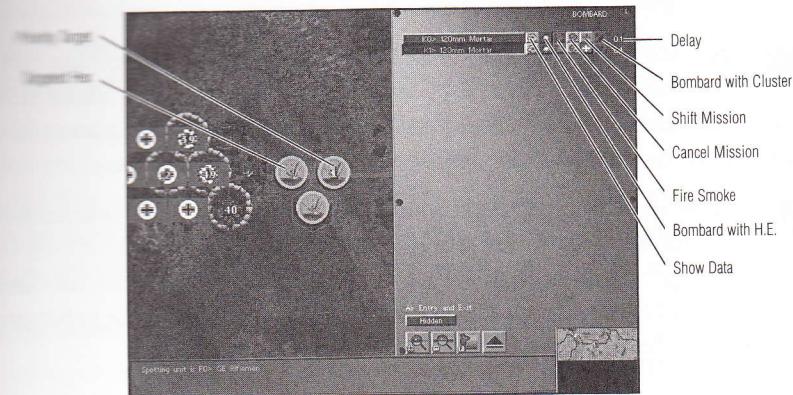
objective. Select **B0**, and a range here the selected unit can move move within its movement limit to place, you can move them as a key. Click on a highlighted hex Turn the All-Formation Mode off. Moves made while the All- button.

### Indirect Fire Basics

Indirect fire must have their fire called in using the Indirect Fire menu.

### Indirect Fire

Each unit have an Artillery rating that shows how good that leader is at calling in indirect fire missions. To have a successful Indirect Fire, left-click on a unit whose leader has an Artillery rating, and can see the hex you want to target. Remember that in order to check if a unit can see, you must left-click to select the unit, then right-click on a hex that is in the range you want the unit to view. Visible hexes are the lighted ones, non-visible hexes are the dark ones. You can check a leader's Artillery rating by right-clicking on a selected unit, so that the leader's statistics are listed on the right side of the screen.



### Indirect Fire Missions

When you left-click on the Indirect Fire Menu button, or press the **B** key, the Indirect Fire menu appears. Every unit that can be assigned to perform an Indirect Fire mission is listed here alphabetically. Left-clicking on the unit name shifts the view on the Map screen to the currently targeted hex of that unit. If the unit has no target selected, the view does not change.

### Selecting a Target



Selecting a hex to be bombarded is a simple two-step process. Left-click on the hex to be attacked; the standard red hex outline appears. Now, left-click on the button for the type of ordnance you wish to use: HE, smoke, or cluster bombs.

The hex changes to show the "Targeted" icon. The number at the right end of the line of buttons indicates how many turns before the fire arrives.

Following each unit's listing are six buttons which control that unit.

-  View Unit: Left-clicking this button displays the Unit Command screen for the unit.
-  High Explosive: This button orders a barrage of High Explosive rounds on the target hex.
-  Smoke: This button orders Smoke rounds to be fired at the target hex.
-  Cancel: Left-clicking this button cancels the unit's current fire mission.
-  Shift: This button allows a fire mission that has not yet been delivered, or that is arriving on multiple turns to be shifted. Left-clicking this button displays the target hex outlined in red, and a larger red circle. Left-clicking in any hex wholly within the circle causes the unit to change targeting to that hex. To cancel, click on the Shift button again.
-  Cluster Munitions: Also known as dual-purpose improved cluster munitions (DPICM), cluster bombs can be chosen to be deployed by artillery shell. They blanket the target area with hundreds of 'bomblets' which are capable of penetrating the top armor of tanks. Cluster munitions are also effective against infantry, whether Dug-in or not.

**1.0** Time on Target: The column following the cluster munitions button indicates the delay before the barrage or aircraft arrives. The delay length is the number of turns it takes the artillery to get a fix on the target, fire the shells, and for the shells to strike. For example, a 0 means the unit can fire at the end of the current turn, and a 1 means the unit cannot fire until the end of the next turn and so on.

A barrage arrives in the vicinity of the target at the end of your turn, from 0 to several turns later, depending on the type of Indirect Fire requested and quality of the crew in question.

Frequently, the arrival time is expressed as a number plus some decimal fraction, for example, 1.3. This means that the Indirect Fire is going to arrive over two turns.

#### *Finding Your Spotter*

Pressing the F key or left-clicking on the Current/Spotter Unit button jumps the view to the unit acting as a spotter. You can also zoom the view with the Zoom buttons, and return to the Tactical screen with the Exit button.

#### **Setting an Indirect Fire Mission**

You have two units, K0 and K1, with 120mm mortars that are capable of indirect fire. Pick the unit that is spotting for indirect fire. The A0 unit is often a good choice, as it contains officers skilled in spotting and designating artillery fire. If, however, A0 cannot see the target hex, the fire is considered unspotted, and the casualties are halved. In this case, use unit F0. Click on the Indirect Fire button or press the B key.

Left-click on hex (43,19) and then click on the Bombardment button for K0. For K0, click on the Shift fire mission button (43,19). A bombardment marker appears there. Click on the Shift button again to move the mission to hex (47,19). Repeat the process for K1.

To the right of the row of buttons is a number. Hopefully, the indirect fire arrives. 0.0 means immediately after the fall during the enemy turn, 0.4 and 0.5 fall after the number of full turns before the delivery of this indirect fire. The enemy units begin to move, and some should get caught.

#### **Ordering Direct Fire**

Moving the mouse pointer over any unit that can be fired on will change to a reticle. Any resulting casualties are displayed on the unit's status bar.

You can fire a single volley at the current target again by clicking the Fire Weapons button, or pressing the F key. Right-click on the target until it runs out of shots, the target moves, or it is destroyed. If you are firing at a unit, the firing unit runs out of shots for this turn, or the target moves.

#### **Save the Game, and End Your Turn**

After setting a new objective for the Panzers and moving any other units. They are entrenched and waiting.

#### *Saving Your Game*

During play there are several occasions to save a game. Left-click on the Go to Save Game Menu button, or press the S key. You can save up to 200 games, depending upon your computer's memory. To save a game, left-click on the slot you wish to save to, then accept the default title. Press the Enter key when you are finished.

After you have moved all your units, left-click on the Quit key. It is then the U.S. turn, and the computer moves your next turn begins.

#### **The Computer's Turn One**

The computer now moves the U.S. side. They approach forces near the center of the map with M8 Greyhounds.

rol that unit.

Unit Command screen for the unit.

Explosive rounds on the target.

ired at the target hex.

s current fire mission.

yet been delivered, or that is arr. button displays the target hex outlined within the circle causes the unit button again.

Improved cluster munitions (DPM). Artillery shell. They blanket the target, penetrating the top armor of tanks, whether Dug-in or not.

munitions button indicates the delay length is the number of turns it takes for the shells to strike. For example, a 0 and a 1 means the unit cannot fire.

f your turn, from 0 to several turns, the quality of the crew in question.

some decimal fraction, for example over two turns.

Unit button jumps the view to the Zoom buttons, and return to the

re capable of indirect fire. Pick the good choice, as it contains officers. A0 cannot see the target hex, the In this case, use unit F0. Click on

and then click on the Bombard button for unit K0. Now do the same with the K1, click on the Shift fire mission button (4 way arrow) and left-click on hex 47,19. A movement marker appears there. Click K0's Shift fire mission button again and left-click on hex (47,19). Repeat the process for K1's fire mission.

row of buttons is a number. Hopefully this is 0.2. This shows the delay until the fire arrives. 0.0 means immediately after your turn, 0.1 through 0.3 are delayed, following the enemy turn, 0.4 and 0.5 fall after the next enemy turn, 1.0 or greater is the number of turns before the delivery of this indirect fire. When you end your turn, the units begin to move, and some should get caught in this bombardment.

### Issuing Direct Fire

Move the mouse pointer over any unit that can be fired at causes it to change to a target reticle. Left-click on a unit you want to have your Panther or Panzer fire at, as long as the pointer is over a vehicle. Any resulting casualties are displayed by the smart text next to the mouse pointer. Moving the pointer over the unit afterwards displays the unit's status in smart text.

Issue fire a single volley at the current target again by left-clicking on it, left-clicking on the Fire Weapons button, or pressing the F key. Right-clicking on a target causes the active unit to fire until it runs out of shots, the target moves, or it is destroyed. The active unit can fire at the same target until the target is destroyed, the firing unit is destroyed by enemy OP fire, the firing unit runs out of shots for this turn, or the target unit is obscured by something.

### Save the Game, and End Your Turn

After setting a new objective for the Panzers and moving them toward it, you do not need to move any other units. They are entrenched and waiting for the assault.

### Starting Your Game

During play there are several occasions to save a game. To save a game currently being played, left-click on the Go to Save Game Menu button, or press the S key, from the Tactical screen. You can save up to 200 games, depending upon your available hard drive space. To save a game, left-click on the slot you wish to save to, then type a title at the top of the screen or accept the default title. Press the Enter key when you are finished.

After you have moved all your units, left-click on Quit the Orders Phase button, or press the Q key. It is then the U.S. turn, and the computer moves its units, displays combat results, and your next turn begins.

### **The Computer's Turn One**

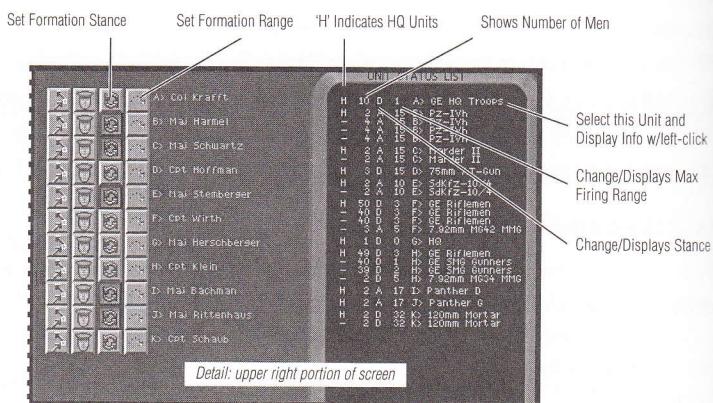
The computer now moves the U.S. side. They approach from the east and assault your infantry forces near the center of the map with M8 Greyhounds.

## Your Turn Two

At the end of the computer's turn one, there was a pop up screen announcing that two Panther units have arrived on the map. They arrive in hex (15,0). They have orders to support your forward positions, so move them along the road by selecting one unit, then clicking on hex (24,7) while holding the **shift** key down. The **shift** key allows you to move into a hex already containing other units.

Continue to advance the Panzer IV's toward the center of the map. They should be close behind the Panthers.

Find and click on unit **D0**, then right-click on it. This screen shows details about the unit. In the lower left hand area of text, find the line that reads **Set Range**, and click on it. You are asked to enter the maximum range for the unit to fire at. Type 2, and then press the **Enter** key. This anti-tank gun will now wait until a visible opponent comes within two hexes - 400 yards - before firing. It's an ambush.



To do the same for units **C0** and **C1** nearby, use this method: There are two units in formation C. Clicking on the Headquarters button, or pressing the **H** key, brings up the Headquarters menu. Click on the line of text that says 'C>Maj. Schwartz' and note the information on the left. The fourth button lets you set the maximum firing range for whole formation. Click this and enter 2, and your group of anti-tank weapons is now set to open fire at a range of two hexes. Exit this screen.

## Suppression

Whenever a shot is fired at a ground unit, the men in that unit automatically stop what they are doing, seek cover, and return fire if possible. Suppression points measure the unit's chance to recover and are based on the unit's morale. When men are killed, leaders lost, adjacent units

will, or a unit is near a hex which is being bombarded. Even being in the immediate vicinity of (street or building), and being near other friendly units which are suppressed may suffer the loss of availing. Reducing suppression is accomplished by using the "Rally" section, starting on the following page.

## Morale

No one likes to get shot at, so when a unit is suppressed: the higher the unit's morale, the lower the morale, however, it may become pinned, routed, retreating, the men look to their formation or unit leader.

## Leaders

Leaders provide command and control for your units. A leaders rank gives a guide to the number of men. The leader's name and rank is listed with the following: Armor; and the leader's score in kills. The higher the leader is.

The Rally rating determines how well the leader can reflect the leader's ability to affect the unit's accuracy. Armored units respectively. Artillery is how accurate. This last ability rating is particularly important when observer for any form of indirect fire.

It is important to note that the brigade commander is always attached to the "A" unit. He is the overall field commander. An individual unit (platoon or company) has a leader attached to it (platoon or company) normally has a leader who is physically attached to it (platoon or company), and a company is placed under a leader. Units are Command units. If a Command unit is destroyed, the formation and that unit is designated with an H.

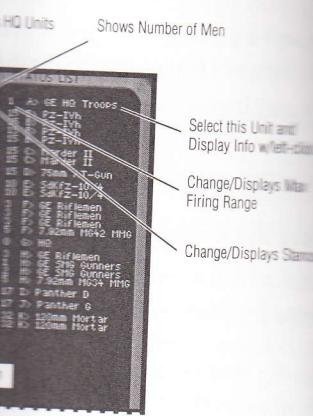
## Rally

Rallying is how suppression is lowered and the morale of a unit is increased. To rally a unit, click on it, then left-click on the Rally button to rally the unit. A battalion/brigade commander that is adjacent to a unit can also attempt to rally them. When a leader rallies a unit, it gives a boost in its morale and its suppression is lowered.

up screen announcing that two hexes. They have orders to support you. Click one unit, then clicking on her. This will allow you to move into a hex already occupied by another unit.

er of the map. They should be shown in the same color as the unit.

screen shows details about the unit. Click on the **Set Range**, and click on it. Type 2, and then press the **Enter** key. The enemy comes within two hexes -



There are two units in formation C. Bring up the Headquarters menu. The information on the left. The fourth section. Click this and enter 2, and your of two hexes. Exit this screen.

unit automatically stop what they points measure the unit's chance killed, leaders lost, adjacent units

which is being bombarded by artillery, the unit suffers the most suppression. Being in the immediate vicinity of burning tanks, being in a burning hex, and being near other friendly units being attacked can cause suppression. Units suppressed may suffer the loss of available fire and movement.

Suppression is accomplished by using the Rally control, which is described in the section starting on the following page.

units are easier to get shot at, so when a unit is suppressed by enemy fire, the unit's morale is lower. The higher the unit's morale, the lower the suppression will be. If a unit has low morale, however, it may become pinned, routed, retreat, or even surrender. To increase a unit's morale, the men look to their formation or unit leaders.

Leaders provide command and control for your units. Each leader has several important ratings. A leader's rank gives a guide to the number of orders that leader can generate and hold. The leader's name and rank is listed with the following ability scores: Rally, Infantry, Artillery, Armor, and the leader's score in kills. The higher the number, the more skillful or influential the leader is.

The **Rally rating** determines how well the leader can rally units. Infantry and Armor ratings reflect the leader's ability to affect the unit's accuracy when directing the fire of Infantry and Armored units respectively. Artillery is how accurate the leader is in calling in indirect fire. The last ability rating is particularly important when selecting a unit to act as a forward observer for any form of indirect fire.

It is important to note that the brigade commander (his rank is normally that of Colonel), is always attached to the "A" unit. He is the overall field commander for your troops. Each individual unit (platoon or company) has a leader attached to it. Additionally, a formation (platoon or company) normally has a leader who is physically attached to the "0" unit (B0, C0, and so on), and a company is placed under a leader. Units A0, B0, and so on, are often referred to as **Command units**. If a Command unit is destroyed, the next senior leader takes command of the formation and that unit is designated with an H on the Headquarters Menu screen.

### Rally

Rallying is how suppression is lowered and the morale of units is raised. Select the unit by left-clicking on it, then left-click on the Rally button to have the unit's leader attempt to rally the unit. A battalion/brigade commander that is adjacent to (which counts as in contact with) a unit can also attempt to rally them. When a leader successfully rallies his troops the unit gets a boost in its morale and its suppression is lowered. Once successful, a leader may attempt to

rally the unit several more times, until he fails. If he fails, then the next highest-ranking leader may attempt to rally. You may never attempt to rally if the suppression is less than 2. Right-clicking attempts to rally a unit until it reaches 2 or less, or fails to rally.

There are four types of ranked leaders:

The Overall (brigade) Commander — Can rally any unit as long as he is in physical contact with or adjacent to the unit.

The Battalion Commander — Can rally any unit as long as he is in physical contact with or adjacent to the unit.

The Formation Leader — Can rally a unit in his formation as long as he is in physical contact with or adjacent to the unit. Formation leaders are in the '0' unit of the formation, A0, B0, and so on.

The Unit Leader — Can attempt to rally the men in his single unit

If the attempt to rally a unit fails, a leader must wait until the next turn to try again. With renewed fighting spirit, retreating or routed units can press on to achieve Victory Objectives.

If units have radios then they may be in “radio contact” if they are not in physical contact with or adjacent to their leader in order for that leader to assist in rallying the troops.

**Note:** Units automatically attempt to rally at the end of each turn. You may still want to Rally units during your turn in order to have them see, move, and shoot more effectively if they are suffering from suppression. When manually rallying your troops, don't forget to keep left-clicking on the Rally button until you get the message stating that Unit X is unable to be rallied and the Rally button turns gray.

Your front line infantry units have probably taken a bit of beating. One or more of your units have probably sustained some damage and suppression. It is a good time to reduce this suppression by rallying them. Click on one of the units that has been attacked. If the Rally button is not grayed out, the unit can be rallied. Click on the Rally button or press the **R** key. If the rally is successful, a message pops up saying that your officer has reduced suppression. Each successful rally cuts suppression in half. Keep rallying until the attempt fails, which is indicated by a message, or until suppression drops below 2.

When all units are rallied as far possible, attack where you can. Select the unit you wish to have attack, then move the cursor over an enemy unit. The cursor becomes a "cross hair" type reticle, indicating that an attack is possible. After the attack and any enemy response, you may want to rally units again, if they can do so.

Though it may not seem to do any good to attack targets with weapons that cannot penetrate their armor, any hit inflicts suppression on the target. Putting these units under fire slows them down and reduces their ability to spot and hit enemies.

End your turn.

### Infantry Surrender And Dispersal

Army's surrender is determined by its loss of an enemy unit to surrender.

units that are reduced to below 2/3 of their original strength are forced to retreat and cannot retreat to a higher level than the one they started at. Units that are reduced to below 1/3 of their original strength are considered to be disabled and be removed from the game.

## The Computer's Turn Two

The U.S. M8 Greyhounds continue to advance and also join in the attack. Your position

### The Iron Three

The general theme of the enemy attack should be to send with flanking elements to the north and

Reinforce your infantry and attack where possible.

Bring the Panthers up to the defensive position. The most important thing is to get the Panthers, who are in the way of the first wave of the attack. Use an armored charge. Keep back unit B0, the heavy tanks. Attack the rear of the enemy after they are stopped. Try to generate orders if it becomes heavily damaged.

End your turn.



next highest-ranking leader  
ress is less than 2. Right-  
to rally.

as he is in physical contact

in physical contact with or

he is in physical contact with  
mation, A0, B0, and so on.  
it.

ext turn to try again. With  
achieve Victory Objectives.  
not in physical contact with  
ing the troops.

You may still want to Rally  
more effectively if they are  
s, don't forget to keep left-  
Unit X is unable to be ral-

One or more of your units  
d time to reduce this sup-  
attacked. If the Rally button  
n or press the R key. If the  
reduced suppression. Each  
tempt fails, which is indi-

elect the unit you wish to  
ecomes a "cross hair" type  
enemy response, you may

ons that cannot penetrate  
ese units under fire slows

## Infantry Surrender And Dispersal

Unit's surrender is determined by its losses and morale rating. You must be adjacent to force  
an enemy unit to surrender.

Infantry units that are reduced to below 2/3 of their starting manpower surrender if they are  
forced to retreat and cannot retreat to a hex that is not adjacent to an enemy unit. Infantry  
units that are reduced to below 1/3 of their starting manpower and are forced to retreat will  
disperse and be removed from the game.

## The Computer's Turn Two

The U.S. M8 Greyhounds continue to advance and attack your infantry. An M5 Stuart platoon  
may also join in the attack. Your position may start to fall apart during these attacks.

## Your Turn Three

The general theme of the enemy attack should now be clear. They are driving west down the  
road with flanking elements to the north and south.

Rally your infantry, and attack where possible; they can still help delay the U.S. advance.

Bring the Panthers up to the defensive position of the Marders and anti tank gun. The most  
important thing is to get the Panthers, which have the most potent guns in the scenario, out  
of the way of the first wave of the attack. Bring up the Panzer IV's so they can stem the first  
armored charge. Keep back unit B0, the headquarters of the tank company, and use it later to  
attack the rear of the enemy after they are committed. Your headquarters unit loses its capac-  
ity to generate orders if it becomes heavily suppressed, so keep it out of harm's way.

End your turn.

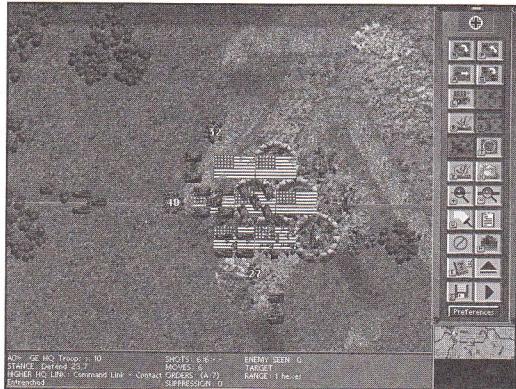
## The Computer's Turn Three

The U.S. forces continue to  
advance. Any of your remaining  
infantry units will be assaulted by  
the wave of Jumbos and M3 Half-  
tracks. This is a second wave of  
slower, more dangerous vehicles  
in the American thrust toward  
the westernmost part of the  
German position.



## Your Turn Four

The U.S. forces have scattered and overrun your infantry position, and are going to advance toward your anti tank position. In preparation for the U.S. assault, your Panthers and Panthers should be deployed on the ridges around the village. Hex (30,21) provides an excellent location for "opportunity fire" for your Panthers where they can fire upon vehicles coming up the road, and hex (27,19) gives you a good position for "overwatch." After you rally any remaining infantry and put your tanks in position, end your turn.



main force. Remember to pull them back after firing or they could fall prey to enemy tanks.

## The Computer's Turn Five

### Opportunity Fire

When a player is moving a unit during his turn, it may be fired on by an enemy unit if the enemy unit is in range and has LOS to the moving unit. This is called Opportunity Fire (OP Fire). A unit's ability to use OP Fire depends on whether or not it has used up all of its shots in its own attack turn or not and at what range the unit is set to react at.

## Your Turn Six

Watch your flanks; the U.S. forces also have infantry and an anti tank gun that can cause you trouble. Attack the flanks of the enemy advance, and use the terrain to your advantage, so you can "overwatch" and gain "opportunity fire." Attack Stuarts and other light armor at a range of two hexes. Don't get any closer; their light guns can damage you up close. Since you have entrenched units, attack cautiously and be patient. Wait for the enemy to come to you.

Soon, the Jumbos will arrive. These are heavily armored tanks with a good, but not great, main gun. These tough American tanks are your chief concern. Do not close with them unnecessarily, and move so you shoot at them in their rear or sides. Even then they will be a challenge to

bring them into contact with the dug-in troops. You will undoubtedly get entangled with other non-tank units. Eventually, other U.S. forces will attack you in the city. Check your supplies. Rally your lads constantly and hang on. You can't retreat, and those units can help later. You are on your own, fighting the American side. Happy hunting!



with the Battle Generator, both columns contain the same information. In campaign games, the "Total" columns contain the total number of units lost over the course of the campaign.

Now you can review the units left on the battlefield for each player. To end the game and return to the main menu, click the Player 2 button. To end the game and return to the main menu, click the Continue button.

### Score

Your score is the number of Battle Points won for defeating the enemy. A Victory Objective occurs when you win a Major victory. A Minor victory merely requires twice the points. A point is also considered a draw although in many individual scenarios it is not. Sometimes your opponent a Marginal victory. Units that retreat are not counted as lost.

### Campaign Summary

When playing a campaign game, the next screen that appears is the Campaign Summary screen. It shows the total number of marginal and decisive victories.

Now that you have completed your first campaign, you are free to play another scenario or start a new campaign, or use the Battle Generator, or go all out and create your own scenarios.

ry position, and are going to make S. assault, your Panzers and Panthers (30,21) provides an excellent chance to fire upon vehicles coming into watch." After you rally any remaining

## The Computer's Turn For

U.S. tanks and halftracks would be to advance and hunt down your infantry, but they will not reach your position this turn.

## Your Turn Five

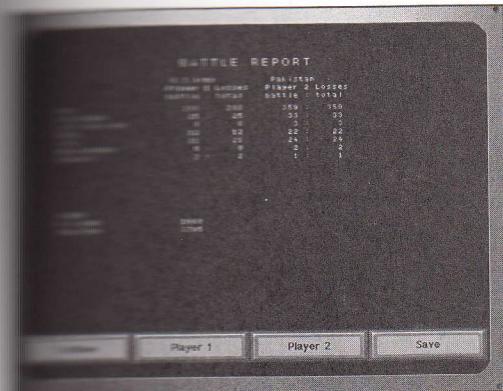
You may want to bring a couple of tanks to the edge of a ridge in order to fire on advancing vehicles that are ahead of the enemy. They could fall prey to enemy tanks.

is called Opportunity Fire (OPF) if the unit has not yet reacted at.

anti tank gun that can cause you terrain to your advantage, so you and other light armor at a range of 1000 meters will bring you up close. Since you have the enemy to come to you.

s with a good, but not great, main not close with them unnecessary then they will be a challenge to

Get them into contact with the dug-in troops and move around them. Some tanks will get entangled with other non-tank units. Run them off now, hunt them later. Other US forces will attack you in the city. Close assault from the protection of the buildings will kill your lads constantly and hang on. You should win the fight at the ambush and then these units can help later. You are on your own from here on. Later you may enjoy the American side. Happy hunting!



## After the Battle

Immediately after the last turn, the scenario Battle Report is displayed. A description of the types of units on both sides is displayed, followed by Player 1's losses and Player 2's losses. Below that is a score based on Victory Objectives captured and enemy units destroyed. Losses are displayed in two columns, "Battle" and "Total." In scenarios and battles you create

With the Battle Generator, both columns contain the same information. Later on when you are playing campaign games, the “Total” columns contain the total losses each side suffers during the course of the campaign.

You can review the units left on the battlefield for each side by left-clicking the Player 1 or Player 2 button. To end the game and return to the Selection screen, left-click on the Continue button.

卷之三

your score is the number of Battle Points won for destroying enemy units and capturing Victory Objectives. A Decisive victory occurs when your score is 8 times that of your opponent, a Minor victory merely requires twice the points. A point total between 2 to 1 and 1 to 2 is considered a draw although in many individual scenarios, you can consider a point total of 1.25 times your opponent a Marginal victory. Units that retreat off-map are not counted as losses.

## Campaign Summary

When playing a campaign game, the next screen that appears is the overall summary of the campaign, the total number of marginal and decisive victories, and the Campaign Score are displayed.

Now that you have completed your first STEEL PANTHERS III: BRIGADE COMMAND scenario, feel free to play another scenario or start a campaign, design a quick battle with the Battle Generator, or go all out and create your own scenarios with the Game Editor.

## GAME PLAY

The Tutorial described the fundamentals of playing a STEEL PANTHERS III: BRIGADE COMMAND scenario. The following section describes the remainder of the game controls found on the Tactical screen and other game play areas which can be reached from there.

## Game Play Notes

The following items are not really interface functions, but are important to your enjoyment of STEEL PANTHERS III: BRIGADE COMMAND.

## Command Control and Orders

Certain actions performed by units in the game require the use of "orders." Each formation leader has orders which a unit in its formation may use if the unit is in contact with its leader. A unit may also use the orders from a higher HQ if it has contact with the higher HQ either directly or through indirect contact through its formation HQ.

Example: Assume there is a battalion formation with B0 as the Command unit and units C0, C1, C2 and C3 as a company formation belonging to B0's battalion. Unit C1 could use the orders of unit C0 if it is in contact with C0. If it is in contact with B0, or if it has contact with C0 and C0 has contact with B0, it could use the orders of B0. If it is in contact with A0, or if it is in contact with C0 which is in contact with A0 either directly or indirectly through B0, then it may use the orders of A0.

When a unit is active, it determines which HQ it thinks it should obtain its orders from at that moment, and that HQ's letter designation and the number of orders the HQ has available is displayed in parenthesis at the bottom of the screen. If a unit has multiple HQ's it can draw orders from, the selected HQ can change during the turn as orders are expended.

At the beginning of each turn each leader has a chance to gain new orders. Some unused orders may also be carried over from the previous turn.

**Note:** Helicopters and reconnaissance units do not use orders for movement, however, they are affected normally by their stance setting, when the Control option is "On."

## *Gaining Orders*

At the start of each turn leaders may receive new orders. The number of new orders a leader receives ranges from 1 to 10. Every leader receives a minimum of one new order per turn. The number of orders allotted is based on the leader's command rating and the nationality's command rating based on the formula:

(Command Rating + (A Random Number From 0 To 9) -40 + Nationality Command Rating) /10

The Nationality Command Ratings for the nations in the game are found in "Appendix A — Nationality Commanders" may also retain unused orders from the previous round. The maximum number of unused orders on the leaders rank:

Private	0	Corporal	...
Sergeant	1	2nd Lt.	...
Lieutenant	1	Captain	...
Major	2	Lt. Col.	...
General	3	Gen.	...

The total number of orders a leader may have available is the sum of his remaining orders plus his newly received orders.

### *Morale States*

After the number of available orders has been calculated, the unit's unit is in an adverse morale state:

- Buttoned ..... orders halved
- Finned ..... orders halved
- Retreating ..... orders reduced to zero
- Routed ..... orders reduced to zero

### Unit Stance

### *Formation Movement Objectives*

Formations may be assigned movement objectives. Within a formation, units then in contact (physically or by radio) are given the same objective. Units not then in contact are not given the same objective whenever they begin a turn in contact with the formation. Units within a formation may be given different objectives, whether they are in contact with their HQ as new objectives.

The Nationality Command Ratings for the nations in STEEL PANTHERS III: BRIGADE COMMAND can be found in "Appendix A — Nationality Command Ratings" on page 80.

Leaders may also retain unused orders from the previous turn and add them to the newly received orders. The maximum number of unused orders a leader may retain is determined by the leader's rank:

Private .....	0	Corporal .....	0
Sergeant .....	1	2nd Lt. .....	1
1st Lt. .....	1	Captain .....	2
Major .....	2	Lt. Col. .....	2
Gen. .....	3	Gen. .....	3

The total number of orders a leader may have available at the start of a turn is equal to his retained orders plus his newly received orders.

#### *Adverse Morale States*

After the number of available orders has been calculated this number may be reduced if the leader's unit is in an adverse morale state:

Buttoned .....	orders halved
Pinned .....	orders halved
Retreating .....	orders reduced to zero
Routed .....	orders reduced to zero

#### *Unit Stance*

Each unit in the game may be assigned either an Advance or Defend stance. Units assigned an Advance stance that are not suffering from one of the adverse morale states listed previously, may be moved or fired by the owning player. Units assigned a Defend stance may fire but may not be moved, and attempt to dig in if they are either infantry, infantry weapons teams, or vehicles (i.e. gun units cannot dig in) and they do not fire during the turn. If a unit with a Defend stance is forced to retreat, it changes its stance to Advance. The number of turns it takes to dig in is based on the experience of the unit and its suppression level and can be sped up by adjacent engineer units. It usually takes several turns to reach a dug-in state.

#### *Formation Movement Objectives*

Formations may be assigned movement objectives. Whenever a new objective is selected for a formation, units then in contact (physically or by radio) with the formation HQ are given the new objective. Units not then in contact are not given the new objective but will receive the new objective whenever they begin a turn in contact with their HQ. Objectives can only be given for the entire formation, but units within a formation may have different objectives depending on whether they are in contact with their HQ as new objectives are selected.

Units with an Advance stance may move toward their formation's movement objective without their leader expending any orders. Only hexes the unit can reach without orders are highlighted, although the unit may be able to move to other non-highlighted hexes by expending orders as long as the player is not in all-formation mode. A unit that attempts to move in a direction that is not toward its formation objective requires a leader in the chain of command to spend one or more orders. If a unit does not have access to any units in its formation, it can only move to highlighted hexes. Units with a Defend stance may be given movement objectives, but may not move until they have changed their stance to Advance.

#### Unit Actions That Require A Leader To Spend Orders

Certain unit actions require a leader in the chain of command, that is in physical or radio contact with the unit, to expend one or more orders. If none of the leaders in the chain have the required orders then those actions may not be performed. Listed below are the orders required for each type of action:

	PHYSICAL CONTACT WITH HQ	RADIO CONTACT WITH HQ
single unit movement - not toward objective	1	2
request an indirect fire bombardment (per artillery unit)	1	1
change formation movement objective	3	3
change mission - single unit	1	2
change mission - all units in formation	3	3

## Movement

When using "All Formation" move mode, be careful if transport vehicles such as barges belong to the same formation. This movement mode causes everything to move, including the barges, after you have unloaded your unit. Also, since this movement mode is a little tricky to use, it is toggled "Off" at the beginning of each turn. You must select it each turn if you wish to use it. "All Formation" move is great for moving formations down a road, but is dangerous to use in combat as the Undo button doesn't work when in this mode.

Infantry units gain a defensive bonus if they only move one hex during the game turn. However, this is most often not practical as there are time limits for each scenario.

Routed or retreating units are not able to load onto vehicles, you must rally them first. Pinned units can load and assume the suppression level of the carrying vehicles.

If a unit cannot move, either you have already moved the unit that turn, it is a routing or retreating unit (the computer is moving it), the unit's stance is set to Defend, or the move requires orders you do not have; check the unit status display. Also, if your units are retreating or routing, you are NOT able to move them until you rally them and their status changes to "positioned" or "buttoned." They attempt to retreat from the enemy under computer control at the end of your turn.

FRONT	WHEEL	ALL-TERRAIN
2	3	2
2	4	2
2	6	4
2	12	5
2	2	2
2	2	2
1	1	1
2	2	1
2	2	1
3	12	1
Imp	Imp	Imp
6	Imp	Imp
Imp	Imp	Imp
3	15	1
3	8	1
+1	+6	1
+3	+2	1
+0	Imp	Imp

\*\* add to base cost

Imp = Impassable

- Units that have movement points can always move
- Movement during winter battles is always +1 per hex
- Hexes containing wrecks and other units cost +1 movement
- Rivers and railroads supersede other terrain except for roads
- Once an Urban or Village hex is reduced to rubble it cannot be moved into
- Vehicles with amphibious capability may move on water using movement point per hex
- Infantry cross Water and Deep Water in Rafts using movement point per hex

## Terrain And Movement Effects on Combat

### Cover For Vehicles Against Direct Fire

- Vehicles are considered hull down in the following situations:
  - They are in a Rough or Urban hex
  - They are Dug-in
  - The hex they are in is higher in elevation than the target hex
  - They are entrenched and are being fired on from the side
- Vehicles hull down are harder to hit and can only be hit with a -1 modifier. Vehicles in a hex with a -1 modifier are harder to hit by direct fire if in a village or a hex with a -2 modifier.

and their formation's movement distance. The hexes the unit can reach without moving are able to move to other non-highway hexes in all-formation mode. A unit's formation objective requires a leader, and the unit does not have access to any orders. A defend stance may be given movement orders to Advance.

### Orders

of command, that is in physical or military. If none of the leaders in the chain of command has performed. Listed below are the orders.

PHYSICAL CONTACT WITH HQ	RADAR CONTACT WITH HQ	WHEEL	ALL-TERRAIN WHEEL	TRACKED	BARGE
1	1	3	2	2	Imp
1	1	4	2	2	Imp
3	1	6	4	2	Imp
1	1	12	9	6	Imp
1	1	2	2	2	Imp
1	1	2	2	2	Imp
1	1	1	1	1	1*
1	1	2	1	1	1
1	1	2	2	2	1*
1	1	12	9	6	1*
Imp	Imp	Imp	Imp	Imp	1
6	Imp	Imp	Imp	Imp	1
Imp	Imp	Imp	Imp	Imp	1
3	15	12	9	Imp	
3	8	6	4	Imp	
+1	+6	+4	+2	Imp	
+3	+2	+2	+1	Imp	
+0	Imp	Imp	Imp	Imp	

\*\* add to base cost of hex except when road or railroad is present

Imp = Impassable

Units that have movement points can always move a minimum of one hex per turn.

Movement during winter battles is always +1 per hex for all units.

Hexes containing wrecks and other units cost +1 movement point per unit or wreck.

Roads and railroads supersede other terrain except for Holes, Barbed Wire, and Dragon's Teeth.

Once an Urban or Village hex is reduced to rubble it is treated as a Rough terrain hex for movement.

Vehicles with amphibious capability may move on any type of Water at a cost of one movement point per hex.

Infantry cross Water and Deep Water in Rafts when they have them at a cost of one movement point per hex.

### Terrain And Movement Effects on Combat

#### Cover For Vehicles Against Direct Fire

Vehicles are considered hull down in the following situations:

- 1) They are in a Rough or Urban hex
- 2) They are Dug-in.
- 3) The hex they are in is higher in elevation than the hex containing the unit firing at them.
- 4) They are entrenched and are being fired on from the front.

Vehicles hull down are harder to hit and can only be hit on their turrets, and vehicles are also harder to hit by direct fire if in a village or a hex with trees.

### ***Cover For Infantry And Guns Against Direct and Indirect Fire***

Infantry and guns are harder to hit under the following circumstances (in order from the best cover to the weakest cover):

- 1) Entrenched or in a Urban or Rough hex.
- 2) Dug-in.
- 3) In a Village or a hex with trees.
- 4) In a shell hole.

### ***Urban and Rough Cover Bonus Against Indirect Fire***

Indirect fire at units in Urban or Rough hexes inflicts 50% of the casualties.

### ***Movement Effects On Combat***

Vehicles that are moving are harder to hit, and the faster they are moving the harder it is to hit them. Generally it is much harder for a moving unit to score a hit on a stationary target than it is for a stationary unit to hit a moving target. Infantry that are stationary are considered prone. Infantry that have moved only one hex in a turn are considered to be moving cautiously and are only slightly easier to hit than prone infantry. Infantry that moves more than one hex in a turn is much easier to hit.

Units that have been under fire, or that come under fire while moving have fewer movement points; this is a dynamic function, so a unit can start with its maximum movement, but have that number reduced as a result of taking fire. See the "Combat Friction Movement Limitations" section, starting on page 12 for more details.

### ***Stacking***

Units may move into hexes containing any number of friendly, enemy or wreck units as long as they have the movement points to do so. It takes one additional movement point to move into a hex for each friendly, enemy or wreck unit in the hex being moved into. Thus if moving into a hex with 3 friendly units, 2 enemy units and a wreck, it would take 6 additional movement points over and above the terrain cost to move into the hex.

### ***Spotting***

Modern combat takes place 24 hours a day. Units from industrialized nations have used night-vision gear since the 1950's and several of the scenarios in STEEL PANTHERS III: BRIGADE COMMAND take place at night. In order to determine how good your unit's night vision is, examine their Fire Control value on the Unit Command screen. The value ranges from 0 - 40; with a higher value indicating better equipment.

Units can spot or "see" enemy units in light smoke hexes.

An asterisk, \*, appearing after the unit's status indicates that the unit has been spotted by at least one enemy unit.

The "pound-sign" symbol, #, appearing after the unit's status indicates that the unit has been spotted by at least one unit in either the current turn or the previous turn. Remember that Direct Fire Smoke options and Direct Fire can only be used against hexes that are in your unit's line of sight.

### ***Hidden Fire***

When playing with the Hidden Fire preference off, all units have fired at your unit. Don't forget that your infantry units in a building or woods and your unit may go undetected by the enemy. It depends whether the enemy vehicle is carrying infantry, and infantry are normally able to see adjacent units. When there is a chance your unit may not spot enemy units at them. This makes for more realistic game play in vehicles in rough terrain, but it is more difficult to detect.

### ***Shooters And Unspotted Indirect Fire***

Any unit with a radio may attempt to call in an air strike or a fighter HQ Command Link or if it is in Command Link with its HQ which has a Higher HQ Command Link. An artillery unit must have a Higher HQ Command Link with its HQ which has a Higher HQ Command Link. In addition, when using the available orders to expend to plot a bombardment mission (e.g. the American FIST unit) do not require the unit to move in order to plot a bombardment mission.

Indirect fire plotted on a hex that is not visible to the unit that fired the indirect fire can scatter several hexes from the target hex. The chances of unobserved indirect fire are reduced to 50%.

### ***Non Line Of Sight Spotting Of Units Firing Indirect Fire***

Historically armies have used many different methods (i.e. radar, sound and flash, etc.). In STEEL PANTHERS III: BRIGADE COMMAND, when plotting a round of indirect fire, there is a chance that the target hex is visible on the map, even if there is no enemy unit in it. Every army in every distinct time period is rated differently.

These numbers are the chance to spot firing by the unit that fired the indirect fire. These numbers are tested against a random number from 0 - 199. If the number is less than the rating, the unit can see the target hex. Including any modifiers the firing artillery becomes.

The Hidden Artillery Spotting Ratings for the nations can be found in "Appendix B — Hidden Artillery".

*Indirect Fire*

ing circumstances (in order to

Journal #, appearing after the unit's status indicates that the unit has been  
the current turn or the previous turn.

Indirect Fire Smoke options and Direct Fire Attack (HE) options can only be  
that are in your unit's line of sight.

If the Hidden Fire preference off, your units spot adjacent units automatically  
are fired at your unit. Don't forget, that if a vehicle drives right next to one of  
in a building or woods and you don't fire at them, there is a chance that  
you undetected by the enemy. It depends on the "Visibility" of the scenario,  
the vehicle is carrying infantry, and the experience level of the enemy vehicle.  
You are usually able to see adjacent units. When playing with the Hidden Fire preference  
on, your unit may not spot enemy units adjacent to them, even if that unit  
is in a building or woods. This makes for more realistic game play as this allows infantry to sneak up on  
through terrain, but it is more difficult to play at this level.

*Spotted and Unspotted Indirect Fire*

Units with a radio may attempt to call in an indirect fire (bombardment) mission if it has  
a Higher HQ Command Link or if it is in Command Link with its HQ which has a Higher HQ  
Command Link. An artillery unit must have a Higher HQ Command Link, or a Command  
Link with its HQ which has a Higher HQ Command Link in order to be available to fire a bom-  
bardment mission. In addition, when using the command control rules, spotters must have  
the orders to expend to plot a bombardment mission. Certain special units (an exam-  
ple the American FIST unit) do not require their HQ to have a Higher HQ Command Link  
in order to plot a bombardment mission.

Indirect fire plotted on a hex that is not visible to the observer unit that requested the bom-  
bardment mission can scatter several hexes from the intended target. In addition, casualties  
from unobserved indirect fire are reduced to 50%.

*Line Of Sight Spotting Of Units Firing Indirectly*

Historically armies have used many different methods to spot enemy artillery that has fired  
(radar, sound and flash, etc.). In STEEL PANTHERS III: BRIGADE COMMAND, whenever a unit fires  
a round of indirect fire, there is a chance that the unit will be spotted by the enemy and made  
visible on the map, even if there is no enemy unit with a direct line of sight to the firing unit.  
Every army in every distinct time period is rated for its ability to spot units using indirect fire.

These numbers are the chance to spot firing by previously unspotted enemy artillery units  
tested against a random number from 0 - 199. If the random number is less than the rating,  
including any modifiers the firing artillery becomes spotted until it moves.

The Hidden Artillery Spotting Ratings for the nations in STEEL PANTHERS III: BRIGADE COMMAND  
can be found in "Appendix B — Hidden Artillery Spotting Ratings" on page 81.

### Recon Special Ability

Some infantry and vehicular units have the Recon special ability. For infantry this provides a spotting bonus. Vehicles with this ability do not have their spotting halved, as is the case with the Recon special ability.

### Combat

#### Shooting

When unloading any unit from transport, the unloaded unit loses one shot for that turn. This does not affect your ammo for the game. You don't lose ammo, just the time to shoot.

Remember that Shots are the number of times that a unit can fire during its turn. This is according to unit type (example: large tanks shooting big shells take longer to load), number of crew members in the unit (example: if an anti-tank gun loses one or two of its crew members, then the gun is unable to load the gun as quickly, hence they receive fewer shots per turn and tanks with larger crews get more shots), status of the unit (example: pinned units get less shots), experience of the crew and the leadership value of the unit leader. Elite units can actually receive more shots than Green units. You usually receive at least one or two shots per turn unless the unit is in bad condition.

If you have made a weapon inactive in the Unit Command screen, it appears as an asterisk (\*) in the Shots: section of the Unit Information Bar until you make that weapon active again. See the "Unit Command Screen" section starting on page 50.

If your shots listed go to 0 (zero), or if at the start of your turn the unit has no shots, rally the unit to reduce suppression and regain the ability to shoot. If you successfully rally one of your suppressed units, you may receive an extra shot for that turn. It's a good idea to rally suppressed units before you shoot. Remember units also shoot better if they are not suppressed.

Sometimes when infantry come under fire they attempt to pull back; if so, the message "Pulling Back" is displayed. If infantry have "smoke" they fire it automatically in an attempt to cover their retreat.

#### First And Second Shot Penalties

The first time a unit shoots at a particular enemy unit, it does so with a reduced percentage chance to hit. The second consecutive shot at the same unit will be at a slightly increased percentage chance to hit, while the third consecutive shot at the same unit will be at full effect. The exact chance to hit is modified as follows:

	FIRING UNIT IS INFANTRY	ALL OTHER FIRING UNITS
1st shot	80%	60%
2nd shot	90%	80%
3rd and successive shots	100%	100%

#### Close Assault

If infantry are riding on a vehicle when it is close assaulted by enemy infantry, the infantry may absorb or abort the assault. This is a good tactic to keep your tanks alive when fighting in close with enemy infantry.

... pinned unit may stay pinned for the remainder of the turn. Infantry units pinned around the unit (tanks in flames, castles, etc.) are not pinned. Pinned infantry units cannot move, but can still fire. See the "Movement Status" section, starting on page 50.

... is important for vehicles in the game to move in the direction they are facing. Facing is only important for infantry and engineers. Infantry can only move in their facing, and engineers can only remove ob-

stacles in their facing. Digging In provides defensive benefits from sandbag and foxholes. Entrenchment markers are never removed from a hex. Entrenchment markers are never removed from any unit that remains stationary in the hex.

"Dug In" stance attempt to dig in if stationary, until the "Dig In" option from the Preferences screen is activated. All units that do not move in a turn attempt to dig in. Units move more quickly for units they are adjacent to. Once a unit has dug in, it only derive a defensive benefit against adjacent units.

When clearing mines, you should see a message on screen indicating the number of mines left in the hex. Only Infantry, Mineclearing Tanks and Engineers may be in an adjacent hex and must be in the mine hex to clear it. Mine removal

#### Dragon Teeth

Engineers have the ability to clear dragon teeth. They must be in an adjacent hex and facing the obstacle from an adjacent hex and wait for the obstacle to be cleared. Dragon Teeth in a hex prevent vehicles from moving into the hex until the obstacle has been cleared. Infantry have removed them.

#### Barbed Wire

Barbed wire is treated like mines, except that it slows movement.

**Note:** It is possible to place all three of the above in a hex.

ial ability. For infantry this gives a 25% chance that a pinned unit may stay pinned for the duration of the scenario, depending on the environment around the unit (tanks in flames, casualties, no leader in contact, route to friendly units, etc.). Pinned infantry units cannot move, but can fire at reduced effect. For more information see the "Movement Status" section, starting on page 11.

unit loses one shot for that turn. This is the time to shoot.

unit can fire during its turn. This varies by weapon (shells take longer to load), number of crew members, then they can fire two shots per turn and tanks with bigger crews (smaller units get less shots), experience level, and the unit can actually receive more shots than it fires per turn unless the unit is in bad shape.

nd screen, it appears as an asterisk (\*). You can make that weapon active again. See

turn the unit has no shots, rally them to successfully rally one of your suppressed units. Idea to rally suppressed units before they are suppressed.

opt to pull back; if so, the message will fire it automatically in an attempt to

does so with a reduced percentage to at a slightly increased percentage to be at full effect. The exact chance to

IS INFANTRY	ALL OTHER FIRING UNITS
0%	60%
0%	80%
0%	100%

ted by enemy infantry, the infantry will keep your tanks alive when fighting

### General Units

There is a chance that a pinned unit may stay pinned for the duration of the scenario, depending on the environment around the unit (tanks in flames, casualties, no leader in contact, route to friendly units, etc.). Pinned infantry units cannot move, but can fire at reduced effect. For more information see the "Movement Status" section, starting on page 11.

### Infantry Facing

Vehicle facing direction is important for vehicles in the game as they have different armor for the different sides of the vehicle, facing is only important for infantry in that they see better in the direction they are facing, and engineers can only remove obstacles in the direction they face.

### Entrenchments vs. Digging In

All units gain defensive benefits from sandbag and foxhole entrenchments, which are placed at the beginning of a game. Entrenchment markers are never removed from the map and can provide cover for any unit that remains stationary in the hex.

Units in "Defend" stance attempt to dig in if stationary, unsuppressed, and not fired on when the "Control" option from the Preferences screen is active. When playing with the "control" option off, all units that do not move in a turn attempt to dig in. Engineer units make digging-in occur more quickly for units they are adjacent to. Once a unit has dug-in, the unit gains a defensive benefit for as long as the unit remains in the hex. Once the unit moves, the "dug-in" marking on the hex is removed from the map. Digging in only benefits that unit. A vehicle unit which has dug-in only derive a defensive benefit against fire directed at its front.

### Mines

When clearing mines, you should see a message on screen which says "X" number of mines cleared followed by a number in parenthesis (#). The number in parentheses reflects the number of mines left in the hex. Only Infantry, Mineclearing Tanks, and Combat Engineer units can remove mines. Engineers may be in an adjacent hex and facing the mined hex to do so, while Infantry must be in the mine hex to clear it. Mine removal is automatic at the end of the turn.

### Dragon Teeth

Engineers have the ability to clear dragon teeth. They must be in the hex containing the obstacle or facing the obstacle from an adjacent hex and wait for a turn or more in order to remove them. Dragon Teeth in a hex prevent vehicles from moving through the hex until engineer infantry have removed them.

### Barbed Wire

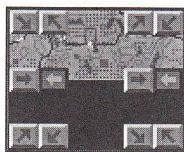
Barbed wire is treated like mines, except that it slows movement and does not cause casualties.

**Note:** It is possible to place all three of the above in a hex.

## Calling for Air Support

Calling for support from attack aircraft such as A-10s, F-4s and other tactical support planes is handled much the same as calling in an Indirect Fire mission, but there is one important difference. Aircraft have to enter and leave the map at specific places. These entry and exit positions must be assigned before targets are chosen.

## Aircraft Entry, Exit Spaces and Target Hexes



Left-click on the Indirect Fire Menu button, or press "B" on the keyboard, and the Indirect Fire screen appears. Next to the Strategic Map are four standard buttons, Zoom In, Zoom Out, Find Spotter and Exit. There is also a button next to the legend "Air Unit Entry and Exit" which reads Hidden. Left-click on this button to change it to read Displayed. This changes the Overall map to show six pairs of arrows pointing onto and off of the map. These denote the entry and exit spaces for air support. Left-click on an inward pointing arrow button, to assign an entry space, then left-click on an outward pointing arrow to select an exit space.

Select a target hex by left-clicking on it, and then left-click on the HE button. **Note:** All targeting for aircraft delivered Indirect Fire must be assigned using the HE button regardless of what kind of ordnance they carry. Assigning a target using the smoke or cluster munitions buttons has no effect. **Note:** The other buttons which would normally represent munitions in an aircraft row are dimmed out since they cannot be used. The hex changes to show the "Targeted" icon. The number at the right end of the unit row indicates how many turns before the aircraft arrives.

## Aircraft

Aircraft may return to base and become unavailable during a game for several reasons. Whenever a plane is damaged, it returns to base. Otherwise, aircraft always continue to fly until they use up their heavy ordinance (bombs and rockets). When aircraft use up all of their heavy ordinance there is a chance they will return to base as follows. Prior to 1950 they return to base if the warhead size plus the penetration of the largest weapon with remaining ammo is not greater than 5. From 1950 on, they return to base if the warhead size plus the penetration of the largest weapon with remaining ammo is not greater than 13. In either case if the plane is not a designated 'Ground Support Specialist', it must also pass a morale check in order for the plane not to return to base. The following planes are Ground Support Specialists and do not need to pass a morale check to continue flying:

Ju-87g

B-25h Mitchell

Su-25

Hs-129

A-1 Skyraider

Su-25T

IL-2 Shturmovik

A-10 Warthog

P-39 Airacobra

IL-10 Shturmovik

BE CAREFUL when using your planes to attack enemy positions when there is a lot of smoke in the air or too close to your own units, as your aircraft can attack their own troops accidentally in these instances.

## Special Capabilities

Certain units have been given special capabilities

1 Certain artillery units are designated as faster than normal indirect fire.

2 Certain units have been designated as special and have an easier time spotting hidden units.

## Tactical Screen Controls

These buttons control functions during game. Brief descriptions here, and features not mentioned where possible. Remember, if a function is di

### WCR Replay

 Above the player side's national flag which appears to be either a red or green flag. **WCR** Replay function for Email and two player opponent. This replay plays through to the end of the game.

### National Flag

Moving the mouse pointer over the national flag shows the scenario's turn length and visibility.

### Find the Next Unit and Find the Last

  To cycle forward unit by unit on the keyboard or left-click on the Find the Next Unit button. To cycle backward unit by unit on the keyboard or left-clicking on the Find the Last Unit button.

### All Formation Mode On / Off Button

 This option allows movement orders to be "On." When "Off," only single units are selected.

### Find Next Formation HQ

 To cycle forward through all of the formation HQ buttons, or press the C key.

### Load/Unload Unit Button

 Infantry units adjacent to or in the same water transports can be loaded by pressing the L key, and selecting the Load/Unload Unit button.

## Special Capabilities

Certain units have been given special capabilities as follows:

- ① Certain artillery units are designated as fast response artillery and have a smaller delay than normal indirect fire.
- ② Certain units have been designated as specially trained and equipped for reconnaissance and have an easier time spotting hidden units.

## Tactical Screen Controls

These buttons control functions during game play. Items described in the Tutorial are given brief descriptions here, and features not mentioned previously are completely described where possible. Remember, if a function is dim rather than highlighted, it is unavailable.

### WCR Replay

 Above the player side's national flag in the upper right corner is a narrow button which appears to be either a red or green light. Clicking on this button activates the WCR Replay function for Email and two player games. The game replays the last turn of your opponent. This replay plays through to the end before restoring control to the player.

### National Flag

Moving the mouse pointer over the national flag causes pop-up text to appear. This indicates the scenario's turn length and visibility.

### Find the Next Unit and Find the Last Unit Buttons

  To cycle forward unit by unit through your roster, you can press the **N** key on the keyboard or left-click on the Find the Next Unit button. Pressing the **P** key on the keyboard or left-clicking on the Find the Last Unit button cycles through in reverse order.

### All Formation Mode On / Off Buttons

 This option allows movement orders to be given to entire formations when set to "On." When "Off," only single units are moved. This option resets to "Off" every turn.

### Find Next Formation HQ

 To cycle forward through all of the formations in a force, left-click on the Find Next Formation HQ button, or press the **G** key.

### Load/Unload Unit Button

 Infantry units adjacent to or in the same hex as transports such as trucks, tanks, APCs, or water transports can be loaded by selecting either unit, left-clicking on the Load button or pressing the **L** key, and selecting the other unit. Unloading works in the opposite fashion;

P-39 Airacobra  
IL-10 Shturmovik

when there is a lot of smoke  
ick their own troops accident-

selecting a unit with a passenger and using either the Load button or the L key unloads the unit. If a vehicle with a unit aboard expends movement points, the same number of points is expended by both units. Units can both load and/or unload from a transport multiple times in the same turn.

### Set Objective Button



Left-click this and locate the hex where you want the objective for the active unit's formation located. This control only works if you have the Control option On and have three orders to expend. See the "Formation Movement Objectives" section on page 24 for more details.

### Indirect Fire Menu Button



This button opens the Indirect Fire menu which is thoroughly covered in the "Indirect Fire Missions" section on page 14 and the "Calling for Air Support" section on page 51.

### Rally Button



This causes the unit's leader to attempt to reduce the suppression of his unit. Rally attempts can be made as long as the leader is successful in reducing suppression. Adjacent leaders superior to the active unit's leader may also attempt to rally suppressed or routing units. Failure expends that leader's ability to rally anyone. Right-clicking automatically attempts to rally the unit until it fails an attempt or suppression drops below 2.

### Fire Weapons at Target Button



Orders the currently selected unit to fire at the selected target. This is good for long distance fire, since you don't have to scroll to the target. Right-clicking engages the Auto-fire option for one turn. For more information, see the "Single/Auto Fire" section, starting on page 51.

### Set Direct Fire Target Button



This option allows the selection of a specific target for the current unit. Note that only currently visible enemy units in range can be selected as targets. When this option is activated, a red line appears between the active unit and its current target. The Unit Information Bar, at the bottom of the screen, displays the target name and status on the right, the range in hexes, and the chance to hit expressed as an accuracy percentage.

A menu to the right of the Battle Map allows you to change targets with Next and Previous buttons, zoom the view using Zoom buttons, and fire the active unit at the current target. Left-clicking on the Select this Unit as Target button, or pressing the T key, locks the current target and returns to the Battle Map. The Quit button, or pressing the Q key, restores the previous target and returns to the Battle Map.

Units equipped with turrets can engage units without having their facing changed using this feature. When the Next unit button is used to select a target that is not to the unit's front, the unit's turret rotates to enable fire when the Fire button is left-clicked, or the F key is pressed. Right-clicking engages the Auto-fire option for one turn.

### Attack Hex with Direct Fire Button



Allows units (such as engineer infantry and buildings on fire, use satchel charges, or to attack other units with these special abilities) to attack a visible hex where you may suspect an enemy unit.

### Create Smoke in a Hex Button



The active unit fires a smoke round in its current hex. The duration of the smoke can be determined by right-clicking on an item in the weapon list. **Note:** Smoke rounds are not available for all units.

### Zoom In and Zoom Out Buttons



To view the entire Battle Map, use the Zoom In or Zoom Out buttons.

### Clear Dark and Smoke Hex Button



Clears the Battle Map of any shaded or smoke hexes. This button toggles smoke on/off.

### Unit Menu Button



This option opens the Unit Menu screen for the units present in a force.

- the unit ID and type,
- its name,
- its status,
- remaining movement,
- the number of shots per weapon remaining,
- its supply level,
- the amount of high explosive (HE) ammunition it has remaining,
- any damage it has taken,
- the unit's experience,
- the unit's morale,
- the unit's number of men
- and the unit's number of vehicles, crew served (for infantry unit).

on or the L key unloads the unit. If the number of points is expended, it can be used multiple times in the same turn.

objective for the active unit's fire Control option On and have this option on page 24 for more details.

thoroughly covered in the "Indirect Air Support" section on page 51.

the suppression of his unit. Rally is useful in reducing suppression. An attempt to rally suppressed or lone. Right-clicking automatically drops below 2.

target. This is good for long distance. Left-clicking engages the Auto-fire section, starting on page 51.

the current unit. Note that only targets. When this option is selected, it targets its current target. The Unit name and status on the right, accuracy percentage.

sets with Next and Previous buttons at the current target. Left-clicking the T key, locks the current target. Right-clicking the Q key restores the previous target.

their facing changed using this key is not to the unit's front, the L key is clicked, or the F key is pressed.

### Attack Hex with Direct Fire Button

 Allows units (such as engineer infantry) to use flame-throwers to set grass, trees, and buildings on fire, use satchel charges/anti-tank mines to blow up bridges or buildings, or to attack other units with these special weapon types. Also, this is how you can attack a visible hex where you may suspect an enemy is hidden, but no enemy is visible.

### Create Smoke in a Hex Button

 The active unit fires a smoke round into a hex to block the line of sight of the opponent. In order for a unit to use this function, it must be carrying smoke munitions; this can be determined by right-clicking on an active unit and checking the ammunition listing in the weapon list. **Note:** Smoke rounds are very prone to scatter.

### Zoom In and Zoom Out Buttons



To view the entire Battle Map at different magnifications, left-click on the Zoom In or Zoom Out buttons through the four levels of magnification.

### Clear Dark and Smoke Hex Button



Clears the Battle Map of any shaded or smoke-filled hexes for better viewing of the terrain. This button toggles smoke on/off, however, visibility is still affected by smoke.

### Unit Menu Button



This option opens the Unit Menu screen which contains abbreviated summary of all the units present in a force.

- the unit ID and type,
- its name,
- its status,
- remaining movement,
- the number of shots per weapon remaining in this turn,
- its supply level,
- the amount of high explosive (HE) ammunition and armor piercing (AP) ammunition it has remaining,
- any damage it has taken,
- the unit's experience,
- the unit's morale,
- the unit's number of men
- and the unit's number of vehicles, crew served weapons, or squads (if primarily an infantry unit).

Each unit ID (A0, B2, and so on) is actually a button which selects that unit and returns to the Battle Map with the active unit centered. Buttons at the bottom of the screen show the **Next** Previous screens, or **Exit** to the Tactical screen.

### Undo Last Move Button



Take back the last move if an enemy unit has not been exposed and/or your unit has not been fired upon by the enemy while moving.

### Go to Roster Button



This brings up a detailed menu listing all formation leaders, their formations, way points, computer vs. human status, stance, the formation's range, and all units in one screen.

### Unit Status List Panel

**HQ** — An H in the first column indicates that the current formation leader and HQ are attached to that unit.

**Men, Guns, or Vehicles** — The second column displays the current number of men, guns, or vehicles. "KO" indicates that the unit has been "knocked out" or destroyed.

**Stance** — Each unit's stance is displayed in the third column, A for attack stance, D for defend. Left-clicking on the letter in this column allows that unit's stance to be toggled between A and D.

**Range** — Column four is the Maximum Firing Range setting for that unit. Left-clicking on the letter in this column allows the range to be changed.

### Formation Leaders

Each Formation Leader is listed, showing the formation name, human or computer control, the leader's command abilities, the number of kills he has, and the specific formation units under his command.

### Way-points

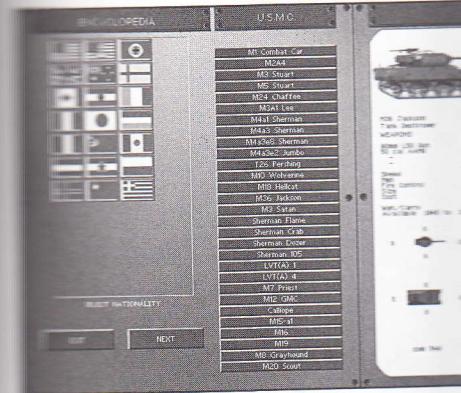


When formations have been set to computer control, way-points can be used to plot a unit's course until contact with the enemy occurs. Left-click on the map to set each point until done, then left-click on **Quit**. Those units move along the way-points, in the order in which they were set, until they enter the command radius of a leader whose units are in contact with enemy units.

### Computer or Human Control



Choose to set each unit's control to either human, if you wish to control them during game play, or to the computer, if you wish to have the computer move them for you. Note that artillery units and strike elements cannot be computer-controlled.



### Modern Armor Ratings

Armored vehicles since the 1960s have undergone some changes. Some vehicles displayed in the encyclopedia have normal ablative armor, (H) for HEAT resistant armor. For types (A) and (H), the higher the rating, the better. Type (R) armor ratings equal the number of segments explosive charges that deflect the blast.

### End Game Button



You end the current game by left-clicking on this when prompted, or resume the game and returns to the Selection screen.

### Save Game Button



Left-clicking on this displays the Save games are saved here also.

### Quit Orders Phase Button



This control ends the current player's

### Preferences Button



The Preferences button displays

which selects that unit and returns to the bottom of the screen show the Next

as not been exposed and/or your unit has wing.

all formation leaders, their formations, the formation's range, and all units.

the current formation leader and HQ are

ays the current number of men, guns, or "kicked out" or destroyed.

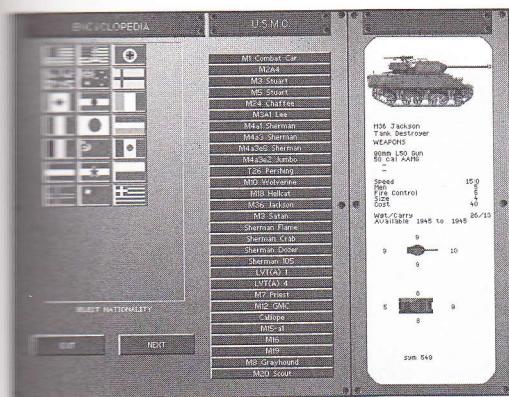
column, A for attack stance, D for defend. Unit's stance to be toggled between A and D.

setting for that unit. Left-clicking on the

tion name, human or computer control, he has, and the specific formation units

ontrol, way-points can be used to plot a curs. Left-click on the map to set each move along the way-points, in the order d radius of a leader whose units are in

man, if you wish to control them during the computer move them for you. Note computer-controlled.



## Weapons Encyclopedia

 This displays information on weapons, tanks, and aircraft used in Steel Panthers III: Brigade Command. To use it, simply left-click on the flag of the nationality you wish to view, then scroll through the list of entries, and select the unit you wish to view. A picture appears in the panel to the right and the statistics of the unit are listed.

## Modern Armor Ratings

armored vehicles since the 1960s have undergone radical improvements in armor systems. Some vehicles displayed in the encyclopedia have up to three different types of armor: (A) for normal ablative armor, (H) for HEAT resistant laminated armor, and (R) for reactive armor. For types (A) and (H), the higher the rating, the better the chance of the tank surviving being hit. Type (R) armor ratings equal the number of times the armor is effective since it represents explosive charges that deflect the blast.

## End Game Button

 You end the current game by left-clicking on this button, and pressing the Y key when prompted, or resume the game by pressing N. Pressing Y ends the current game and returns to the Selection screen.

## Save Game Button

 Left-clicking on this displays the Save Game List screen at the current turn. Email games are saved here also.

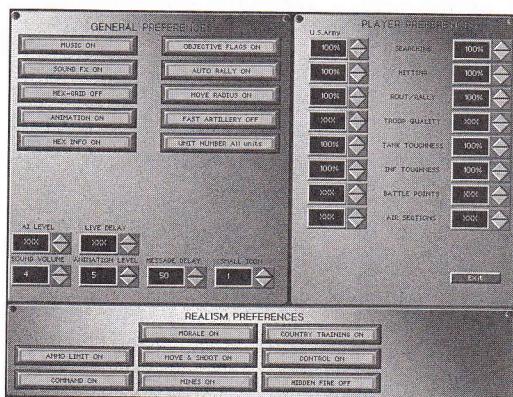
## Quit Orders Phase Button

 This control ends the current player's turn and goes to the opposing player's turn.

## Preferences Button

 The Preferences button displays the Preferences screen.

## PREFERENCES SCREEN



ing on a button alternates between on and off. Left-clicking on the down-arrow of the button for Sound Volume, Animation Level and Message Delay causes the levels to decrease, left-clicking on the up-arrow causes them to increase.

### Music On / Off Button

Use this button to switch the background music on or off.

### Sound FX On / Off Button

This toggles the sound effects on or off.

### Hex Grid On / Off Button

This control switches a hex grid overlay for the Tactical screen on or off.

### Animation On / Off Button

Animations such as explosions, smoke, or gunfire can be toggled on or off using this button.

### Hex Info On / Off Button

When the HEX INFO option is "On" information on every hex the cursor passes over are displayed in a pop-up window, including the hex location, the height in that hex, and the terrain type. When this option is off, only information on the hexes with visible units is displayed.

### Objectives Flags On / Off Button

This control toggles whether Victory Objective flags are displayed or not.

### Auto Rally On / Off Button

The Auto Rally option causes leaders to automatically attempt to rally suppressed units at the end of their turn.

The Preferences screen allows STEEL PANTHERS III: BRIGADE COMMAND to be configured to suit the user. The screen is divided into three primary sections: General Preferences, Player Preferences, and Realism Preferences.

### General Preferences

The controls of this panel change "look-and-feel" items such as Music and Animation. Left-click-

### Move Radius On / Off Button

Use this to toggle the movement radius display move to as an area of lighter hexes, surrounded

### Fast Artillery On / Off Button

The Fast Artillery setting controls how the delivered On, the indirect fire is displayed as one series of shots, arriving one at a time.

### Sound Volume

You can increase or decrease the volume of the control. Left-click on the up- and down-arrow buttons.

### Animation Level

This increases or decreases the amount of animation from 0 to 5. Left-click on the up- and down-arrow buttons to increase or decrease the level.

### Message Delay

With this control you increase or decrease the message delay a number directly, or click on the arrows to increase or decrease the delay.

### AI Level

Using this setting you can increase the computer's AI level percent. You can enter a number directly, or click on the arrows to increase or decrease the level. This setting cannot be changed in a two-player game.

### Small Icon

This controls the size of the icons that appear on the screen. A single icon representing all of the vehicles, and the number of icons for each unit equal to the number of vehicles in the unit. For example, with four tanks at display level 3 would display 12 icons. The actual number of vehicles always appears as the number of icons.

### Player Preferences

Player Preferences adjust the difficulty of a scenario for both sides in several areas within a range of 0 to 100. These areas include unit accuracy, troop quality, and the resilience of tanks and aircraft. You can enter a number directly, or click on the arrows to adjust the abilities of troops they play on. Forces with exceptional ratings can be degraded.

### Move Radius On / Off Button

Use this to toggle the movement radius display on or off. This displays the hexes a unit can move to as an area of lighter hexes, surrounded by darker shaded hexes.

### Fast Artillery On / Off Button

The Fast Artillery setting controls how the delivery of indirect fire is displayed — when this is toggled On, the indirect fire is displayed as one explosion per unit/battery firing, rather than a series of shots, arriving one at a time.

### Sound Volume

You can increase or decrease the volume of the sound effects between from 0 to 5 with this control. Left-click on the up- and down-arrow buttons to increase or decrease the sound level.

### Animation Level

This increases or decreases the amount of animation activity and text detail during combat from 0 to 5. Left-click on the up- and down-arrow buttons to increase or decrease the animation level.

### Message Delay

With this control you increase or decrease the message duration from 0 to 200. You can enter a number directly, or click on the arrows to increment or decrement the delay by 10.

### AI Level

Using this setting you can increase the computer's forces' experience and morale by 0 to 200 percent. You can enter a number directly, or click on the arrows to adjust by increments of 10. This setting cannot be changed in a two-player game.

### Small Icon

This controls the size of the icons that appear on the Battle Map, with "Off," or XXX being a large single icon representing all of the vehicles, and the levels from 1 to 3 representing groups of icons for each unit equal to the number of vehicles in the unit divided by the level. For example, a unit with four tanks at display level 3 would display one small icon; two at level 2, and four at level 1. The actual number of vehicles always appears as a large number in the center of the hex.

## Player Preferences

Player Preferences adjust the difficulty of a scenario by adjusting the toughness of either or both sides in several areas within a range of 30 to 250%. These include spotting and fire accuracy, troop quality, and the resilience of tanks and infantry. These preferences allow the player to adjust the abilities of troops they play outside the default ranges assigned by the game. Forces with exceptional ratings can be degraded to simulate lower quality units, nations not

known for superior units can be improved to simulate elite units. Of course, forces known for their high levels of training, equipment, and morale can also be made invincible! This option is disabled in two-player games once the game has started.

### Searching

This control adjusts accuracy for calling in artillery and air strikes within a range of 30 to 250% for either sides.

### Hitting

This control adjusts direct fire accuracy for either side within a range of 30 to 250%.

### Rout/Rally

This quality represents two aspects of a unit's performance during combat: how likely they are to suffer morale loss and break, as well as how easily they rally.

### Troop Quality

This control displays and can be used to override the setting for the level of "training" for units in battles made with the Battle Generator and scenarios created with the Scenario Editor. It can only be changed with the Country Training toggle in the Realism Preference panel turned "Off." The range is from 30 to 120.

### Tank Toughness

This quality affects how resilient a tank unit is to damage once a hit has been scored.

### Infantry Toughness

This quality affects how resilient an infantry unit is to damage once a hit has been scored.

### Battle Points

This setting preassigns the number of points for Battle Generator battles. If left at XXX, the number of points is chosen randomly by the computer for Player 1 and Player 2's points become a ratio of Player 1's expended points.

### Air Sections

This option preassigns the number of air sorties that can be flown, and thus, the number of airstrike and/or gunship formations that can be purchased.

### Realism Preferences

The toggle switches of the Realism Preferences panel affect features of STEEL PANTHERS III: BRIGADE COMMAND which make the game more (or less) realistic. This includes features such as a realistic ammunition limit, breakdowns, command-and-control, spotting, and more. These features are disabled in a two-player game once the game has started.

### Ammo Limit On / Off Button

This toggle controls whether or not units are subject

### Command On / Off Button

When "On," normal rules for establishing command. "Command Control and Orders" section starting on automatically given a Command Link of contact.

### Morale On / Off Button

When "On," normal rules for unit and formation penalties are eliminated.

### Move and Shoot On / Off Button

When this option is "On," units that move a significant amount have their shooting accuracy penalized. When "Off," unit's movement.

### Mines On / Off Button

This option enables or disables mines.

### Country Training On / Off Button

This control enables or disables the Troop Quality setting in the Scenario Editor. When this is toggled Off, the values are the default values for the scenario.

The values for training can be found in "Appendix C -

### Control On / Off Button

When this option is active, the rules for "Orders" are applied. "Control and Orders" section, starting on page 23. (units required to move or bombard and Command Stand automatically attempt to dig in).

### Hidden Fire On / Off Button

When the Hidden Fire control is "On," firing units are rarely spotted after their first shot. This is a more reliable, but in STEEL PANTHERS III: BRIGADE COMMAND, "range and weapons systems allow." This is a more effective.

**Ammo Limit On / Off Button**

This toggle controls whether or not units are subject to running out of ammunition.

**Command On / Off Button**

When "On," normal rules for establishing command links are in effect as described in the "Command Control and Orders" section starting on page 23. When "Off," all units are automatically given a Command Link of contact.

**Morale On / Off Button**

When "On," normal rules for unit and formation morale are in effect. When "Off," morale penalties are eliminated.

**Move and Shoot On / Off Button**

When this option is "On," units that move a significant portion of their movement allotment have their shooting accuracy penalized. When "Off," no penalties are applied due to the firing unit's movement.

**Mines On / Off Button**

This option enables or disables mines.

**Country Training On / Off Button**

This control enables or disables the Troop Quality setting for use with the Battle Generator and Scenario Editor. When this is toggled Off, the value can be changed within the available range. When toggled On, the values are the default values for that country during that time period.

The values for training can be found in "Appendix C — Experience Ratings" starting on page 83.

**Control On / Off Button**

When this option is active, the rules for "Orders" are enabled as described in the "Command Control and Orders" section, starting on page 23. If this option is inactive, no orders are required to move or bombard and Command Stance is ignored (all units can move and automatically attempt to dig in).

**Hidden Fire On / Off Button**

When the Hidden Fire control is "On," firing units that are not spotted before firing are only rarely spotted after their first shot. This is a more realistic way to play because fire is not invisible, but in STEEL PANTHERS III: BRIGADE COMMAND, spotted means "can be targeted as best range and weapons systems allow." This is a more challenging way to play, as the AI's ambushes are much more effective.

## CAMPAIGNS

STEEL PANTHERS III: BRIGADE COMMAND contains six campaign games ranging from the historical to the hypothetical where a core set of units proceeds from scenario to scenario. If you can keep them alive, your troops become more experienced. A seventh option is the Campaign Generator which generates a random campaign against a series of opponents. Select a campaign by left-clicking on it then left-click on the Start Game button to continue.

### Campaign Generator

The length of the generated campaign is entirely up to you — from as few as five battles to a total of 200, a generated campaign is a series of battles generated by the computer against three computer opponents whose nationality is chosen by you. You also decide how many months or years the campaign is to last. Just remember, one loss is all it takes. There is no second place in modern combat.

### North Africa 1941-42

This campaign recreates the classic desert armor battle between Germany and the Allies. You command the German forces in a campaign to wrest North Africa from the Allies.

### Stalingrad 1942

Can you bring the 6th Army through the storm? Here's your chance! You command the German forces for this drive into the heartland of Mother Russia.

### Market Garden 1944

How far was that bridge? Fight the dramatic attempt to seize the Rhine crossings on your own terms. You are in command of the British forces. Can you relieve the embattled paras of the British 1st Airborne?

### Vietnam 1964-71

From Operation Starlight to the Cambodian intervention, experience the *béte noir* of the US Armed Forces. The U.S. Army and Marines are yours to command, with no senatorial oversight!

### N.A.T.O. 1988

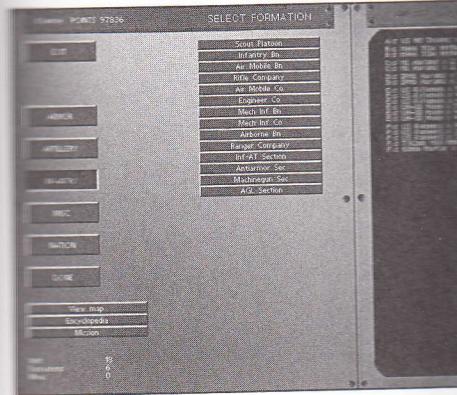
Fulda Gap in Germany is the place most strategists expected World War III to start. This campaign examines this contest between the Cold War titans of East and West. You command the West German forces.

## Holy War 2000

The Middle East erupts with the latest in modern warfare against the Arab Countries.

### Purchase Unit Formations

In STEEL PANTHERS III: BRIGADE COMMAND campaign mode, you purchase unit formations with "Battle Points." Your purchases are carried forward from scenario to scenario. Support Units are purchased second, and are unpurchased units, called auxiliaries, frequently from scenario to scenario, but are provided to support your formations.



tanks, usually divided into three or more companies. You can buy up to regiment sized formations of units. You may purchase from four general classes of units:

#### Armor

Formations consisting of vehicles that attack armored cars, and other vehicles possessing armor.

#### Artillery

Formations consisting of units whose means of attack are artillery, anti-tank guns, self-propelled guns, and mortars from off-map. Many of these units do not require a separate vehicle in order to transport them. Some are self-propelled or motorized.

Mar 2000

campaign games ranging from the **historical** mode to the **scenario** mode. If you can't decide, a seventh option is the **Campaign** mode, which pits you against a series of opponents. Select a **campaign** Game button to continue.

to you — from as few as five battles to as many as 100. Battles generated by the computer against the ones you choose. You also decide how many battles you want to play. One loss is all it takes. There is no set time limit.

title between Germany and the Allies. You  
t North Africa from the Allies.

Here's your chance! You command the other Russia.

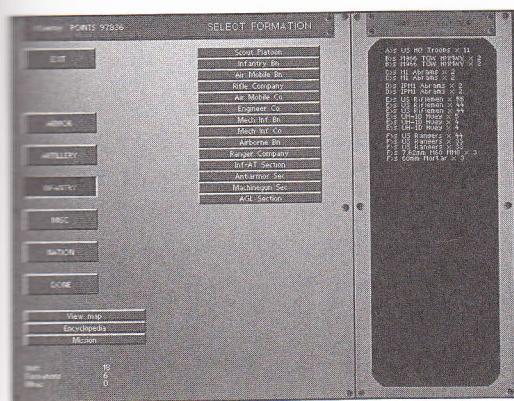
to seize the Rhine crossings on your own  
in you relieve the embattled paras of the

tion, experience the beté noir of the US command, with no senatorial oversight!

pected World War III to start. This campaign of East and West. You command the

## Phase Unit Formations

STEEL PANTHERS III: BRIGADE COMMAND campaigns, you build your army by purchasing unit formations with "Battle Points." Your purchases are made in two stages: your Core Units which are carried forward from scenario to scenario within the campaign are purchased first, Support Units are purchased second, and are different from scenario to scenario. Other unpurchased units, called auxiliaries, frequently appear in scenarios. These do not continue from scenario to scenario, but are provided to supplement your forces.



## Unit Classes

The next screen is where you purchase your Core Units. The total number of Battle Points you have to spend is displayed in the upper center of the screen. Units are purchased in formation groupings from sections to regiments. In general, a section is usually a single group of two to three vehicles or guns, while a regiment can consist of between 70 and 90

tanks, usually divided into three or more companies. In STEEL PANTHERS III: BRIGADE COMMAND, you can buy up to regiment sized formations of multiple companies plus supporting elements. You may purchase from four general classes of units:

## Armor

Formations consisting of vehicles that attack primarily with direct fire weapons: tanks, armored cars, and other vehicles possessing armor to provide defense against enemy fire.

## Artillery

Formations consisting of units whose means of attack is primarily indirect or defensive: artillery, anti-tank guns, self-propelled guns, and ships performing shore bombardment missions from off-map. Many of these units do not normally move on their own, but require a separate vehicle in order to transport them. Some types of artillery found here, however, are self-propelled or motorized.

## *Infantry*

Formations consisting of foot soldiers carrying a range of weapons from assault rifles to hand grenades, to anti-aircraft missiles and grenade launchers.

### *Miscellaneous*

Formations consisting of mines, pillboxes, forts, airstrikes, helicopter and truck transport, as well as barges, halftracks, armored personnel carriers (APCs), aircraft (as support units), attack helicopters, anti-aircraft guns (AA), and surface-to-air missile (SAM) batteries.

**Note:** While purchasing specific unit formations, the statistics of the units appear. For definitions of the statistics, see the “Unit Command Screen” section, starting on page 50.

### Strike Elements

Strike elements are aircraft that can be tasked to attack ground targets. Not all of the aircraft that can be assigned to this role are ideally suited to it, and are more or less likely to pursue it with the same zeal.

Some aircraft may return to base and become unavailable during a game for one or more of several reasons. Whenever a plane is damaged, it automatically returns to base. Otherwise, aircraft always continue to fly until they use up their heavy ordnance (bombs and rockets). When aircraft use up all of their heavy ordnance there is a chance they will return to base since their secondary weaponry is primarily meant to be used against other aircraft.

In either case if the plane is not a designated 'Ground Support Specialist', it must also pass a morale check in order for the plane not to return to base, which is based on its morale rating.

## *Ground Support Specialist Aircraft*

Ground Support Specialist aircraft in the game are aircraft that attack ground targets. Some are dedicated to a ground attack role, while others are simply able to carry a wide variety of weapons. The more weapons an aircraft carries, the more likely it is to have remaining armaments and return for another attack run.

The following planes are Ground Support Specialists and do not need to pass a morale check to continue flying:

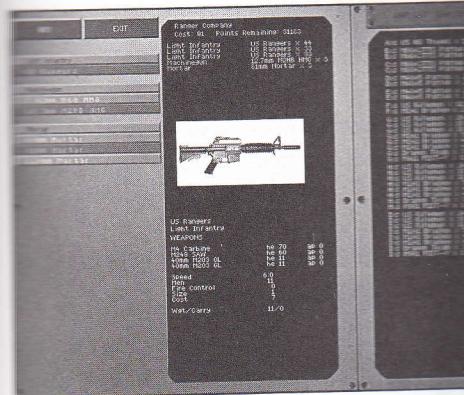
Ju-87g	Hs-129	IL-2 Shturmovik	P-39 Airacobra
B-25h Mitchell	A-1 Skyraider	A-10 Warthog	IL-10 Shturmovik
Su-25	Su-25T		

## Choosing Core Units

Core Units are units which continue to participate in every scenario in a campaign. Ideally, they are the most experienced, the most useful, and the most effective units in the army. When beginning the scenario, a Headquarters Unit is already provided; it is the first formation, listed as "A0." Notice that it is listed on the right side of this screen. This area lists the units you have

urchased so far. It is important to note that the brig  
(Colonel), is always attached to the "A" unit. He is the  
you may wish to purchase a command car or jeep  
game map or load it onto a tank or armored car from  
garrison or company) has a leader attached to it. A  
has a leader who is physically attached to the "A"  
placed under a leader. Units A0, B0, and so on, are  
Leader's function is described in more detail in the

To view what units are in a formation, left-click the Formation menu in the middle of the screen. Then choose the units within that formation.



choices are based on equipment available to that

To buy the formation, left-click on Buy Formation, simply left-click on its name on the right side of the screen, from your current list and the battle points restock.

Purchase these units with some thought toward to be with you through the rest of the campaign.

Once you have finished purchasing your Core Unit, the first battle is displayed — left-click on the arrow to move through the entire briefing before purchasing your Core Unit.

## Choosing Support Units

You are now ready to buy additional Support Units to scenario in a campaign, Support Units are ones must be purchased at the start of each new to purchase aerial strike elements.

of weapons from assault rifles and  
machines.

... helicopter and truck transport, APCs), aircraft (as support units), anti-air missile (SAM) batteries.

istics of the units appear. For definition, starting on page 50.

round targets. Not all of the aircraft are more or less likely to pursue it

During a game for one or more of  
they automatically returns to base. Otherwise,  
they ordnance (bombs and rockets).  
is a chance they will return to base  
used against other aircraft.

'port Specialist', it must also pass a which is based on its morale rating.

ft that attack ground targets. Some  
ply able to carry a wide variety of  
likely it is to have remaining arma-

do not need to pass a morale check

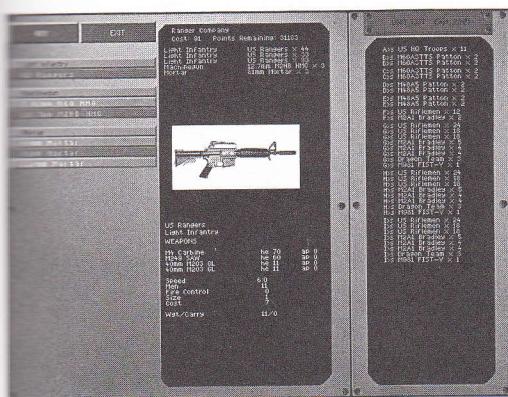
movik  
hog

P-39 Airacobra  
Ju-10 Sturmovik

enario in a campaign. Ideally, they effective units in the army. When ded; it is the first formation, listed This area lists the units you have

purchased so far. It is important to note that the brigade commander (his rank is normally that of Colonel), is always attached to the "A" unit. He is the overall field commander for your troops. You may wish to purchase a command car or jeep to quickly transport this unit across the game map or load it onto a tank or armored car from another formation. Each individual unit (platoon or company) has a leader attached to it. Additionally, a formation (platoon or company) has a leader who is physically attached to the "0" unit (B0, C0, and so on), and a company is placed under a leader. Units A0, B0, and so on, are often referred to as Command units. The Leader's function is described in more detail in the "Leaders" section, starting on page 18.

To view what units are in a formation, left-click on the formation's name in the Select Formation menu in the middle of the screen. The formation statistics appear and allow you to choose the units within that formation.



## Purchase Specific Equipment

After you choose the equipment and formations you want, you may select a specific tank or infantry formation from this menu if more than one type of equipment is listed. Where in the previous menu you may have selected a Tank Plt formation, this menu could allow you to choose between M60A1 Patton, M60A3 Patton, or M1 Abrams tanks. The

Choices are based on equipment available to that type of unit at that point in time.

To buy the formation, left-click on Buy Formation. If you purchase a formation by mistake, simply left-click on its name on the right side of the screen. That formation is then deleted from your current list and the battle points restored to you to purchase another formation.

Purchase these units with some thought toward versatility. These are the units that are going to be with you through the rest of the campaign, if you can keep them alive!

Once you have finished purchasing your Core Units, left-click on Done. The briefing for the first battle is displayed — left-click on the arrows on the right side of the text panel to scroll through the entire briefing before purchasing your Support Units.

## Choosing Support Units

You are now ready to buy additional Support Units. Unlike Core Units, which go from scenario to scenario in a campaign, Support Units are only available for the current scenario, and new ones must be purchased at the start of each new scenario. Also, this is where you may be able to purchase aerial strike elements.

### Non-Combat Support Units

Ordnance sections and ammo trucks provide ammunition resupply to units which are adjacent and not overly suppressed. The "larger" the weapon on the unit being supplied, the slower the rate of resupply.

Ammo dumps are immobile units that can never move or be carried whose primary function is to resupply units in the hex with it. A unit in the same hex as the ammo dump that neither moves nor shoots for a turn and is not too suppressed is supplied with twice the amount of ammunition provided by an ammo truck. Fuel dumps are identical to ammo dumps except that they **provide no resupply**. If an ammo or fuel dump is destroyed, any objective in the hex turns neutral. It is more productive to capture these units, by moving into the hex with them, than destroying them. If destroyed, the hex becomes impassable and all units in it are destroyed.

HQ units can resupply fuel like a fuel dump, but do not explode when killed and provide a morale benefit for all friendly units within five hexes. This automatically reduces some suppression at the end of a turn for units in range.

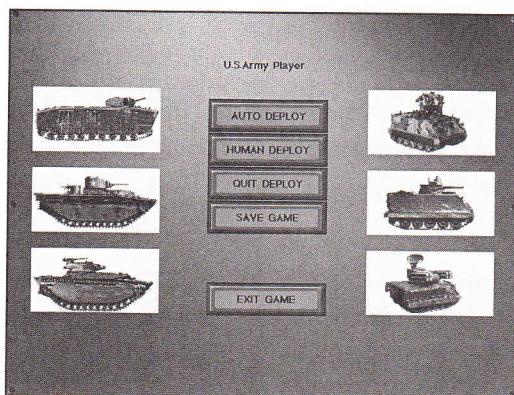
Ship units are "Off-Map" and provide bombardment missions when in radio contact. Ships are least likely to have a command link due to difficulties in ship to shore communications.

### Special Note

\* — A single asterisk (\*) after a formation's name in the purchase column indicates that it requires a vehicle such as a truck or APC to transport it.

Ships and aircraft are denoted as "Off-Map" units. This means they are not represented physically on the battle map. A Command unit (A0, B0, and so on) acting as an artillery spotter radios in a hex location for these Off-Map units to attack. Refer to the "Indirect Fire Basics" section on page 13 to see how this works.

Once you have finished purchasing your Support Units, left-click on Done. You are ready to deploy your troops.



### Deployment

Deploying your forces is an art in itself that can win or lose the battle for you. The computer can perform an automatic deployment for you if you are in a hurry, but you may wish you had done it yourself.

#### Auto Deploy

Allows the computer to deploy your forces automatically. Choose Auto Deploy it takes you to the Deploy screen where you can choose where to place them. If you are not satisfied with where the computer has placed them, then left-click on the hex you wish it to start in.

#### Human Deploy

Allows you to deploy your forces manually. See the "Manual Deployment" section on the next page for more information.

#### Save Game

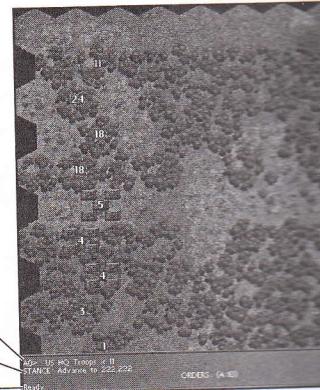
Allows you to save your current game at the deployment screen.

#### Quit Deploy

Goes to the Start Game Menu.

#### Exit Game

Goes to the Opening Screen Menu.



### Manually Deploying Formations

When you choose to deploy units "by hand," all the units in the formation are selected on the scenario. The Headquarters unit, A0, is the active unit, unless another is selected by you. Deploying units is a two-step process. First, left-click on the unit to be in at the scenario's beginning. After you have selected the unit, left-click again to select the next unit, unless the Shift key is held down.

**Auto Deploy**

Allows the computer to deploy your forces automatically for a quick setup of the game. If you choose Auto Deploy it takes you to the Deploy screen to show you where the computer placed them. If you are not satisfied with where the computer placed your units, left-click to select a unit, then left-click on the hex you wish it to start in.

**Human Deploy**

Allows you to deploy your forces manually. See the "Manually Deploying Formations" section on the next page for more information.

**Save Game**

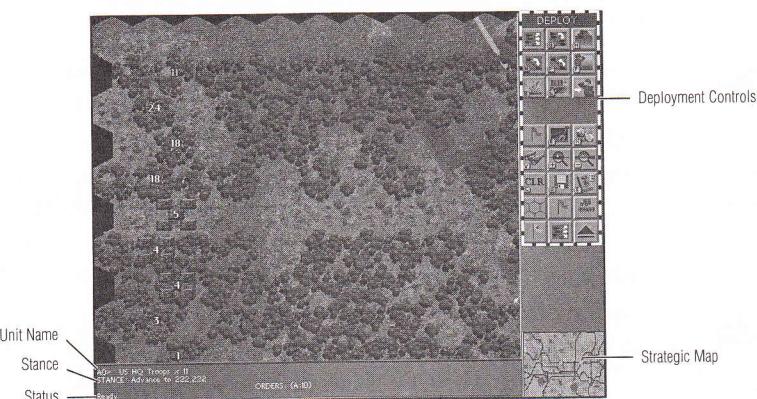
Allows you to save your current game at the deployment phase.

**Quit Deploy**

Goes to the Start Game Menu.

**Exit Game**

Exits to the Opening Screen Menu.

**Manually Deploying Formations**

When you choose to deploy units "by hand," all the units start at one edge of the map, depending on the scenario. The Headquarters unit, A0, is the active unit, and is the first unit to be deployed, unless another is selected by you. Deploying units is as simple as left-clicking on the hex you wish the unit to be in at the scenario's beginning. After you place each unit, the computer automatically selects the next unit, unless the **Shift** key is held down while the unit is placed.





**Zoom Out**

Decreases the magnification of the Battle Map.

**Clear Dark and Smoke in Hex Button**

Clears the Battle Map of any shaded or smoke-filled hexes for better viewing of terrain. This button toggles smoke on/off.

**Save Game**

Saves the game at current deployment. Email games are saved here also.

**Go to the Weapons Encyclopedia**

Opens the Weapons Encyclopedia where information on weapons and units in STEEL PANTHERS III: BRIGADE COMMAND can be viewed.

**Hexsides On / Off**

Toggles Battle Map hexsides on or off.

**Set Objectives For Formation**

With a unit selected, left-click on this button, then select the hex to be the formation objective and left-click there to place the objective flag icon.

**Load All Units Into Closest Vehicles**

This control is for quickly loading units capable of transporting other units such as infantry or artillery.

**Set All Units Objectives**

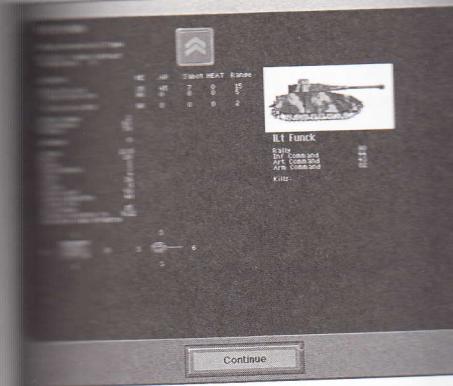
This control sets the objective for all units in the deploying force to the currently selected hex.

**Change Stance for Formation (yellow arrows)**

This button toggles the stance from Defend to Advance to and back for all units in the deploying force.

**Quit**

Exits back to the Deployment Menu screen where the game can be saved prior to turn one. Left-clicking on the QUIT DEPLOY button proceeds to the Campaign Start screen. Left-clicking on the START TURN button begins turn one. Good hunting!



- what the unit's name and type is,
- what the leader's name is,
- which weapons the unit is ordered to use,
- whether it fires in single or auto fire mode,
- the range at which it fires during an opponent's turn,
- its stance.

**Unit Configuration**

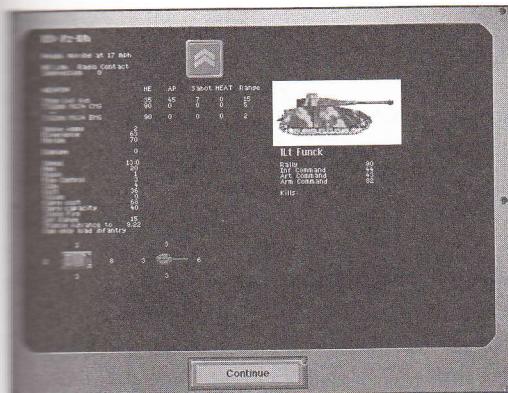
Four areas of text appear in green when you first click on them. The first three areas—the unit name, type, and armor diagram at the bottom of the screen are the same as the unit's name, type, and armor. The fourth area, Stance, is the unit leader's name is displayed. Clicking on any of these areas causes a pop-up window to appear. If the unit is a formation HQ unit, that is, its deployment force has four or more units, there is a fourth line under Stance. It reads Change Formation. Clicking on this line toggles to Change whole formation. With this option selected, the unit's name, type, and armor, and Stance can be isolated to the command.

**Unit Name and Type**

Left-clicking on the unit name causes a pop-up window to appear. A new name is entered. Pressing the ESC key clears the display. Note: Units can operate without names, although they are required for deployment.

**Leader Name**

Left-clicking on the leader's name causes a pop-up window to appear. A new name is entered. Pressing the ESC key clears the display. All that can be changed of a leader's identity is the name. Units can operate without names. Note: The rank of a leader is determined by the rank of the unit he leads. He can be renamed with the Scenario Editor on the Deployment screen.



## Unit Command Screen

This screen displays the most complete details about the unit, its weapons, and its leader. The Unit Command screen is reached by right-clicking on an active unit which is currently on the Battle Map. This screen is also where you can configure the unit by changing:

- what the unit's name and type is,
- what the leader's name is,
- which weapons the unit is ordered to use,
- whether it fires in single or auto fire mode,
- the range at which it fires during an opponent's turn, and
- its stance.

### Unit Configuration

Four areas of text appear in green when you first open the Unit Information screen: the unit name appears in the upper left corner; the unit's weapons are listed under that; above the armor diagram at the bottom of the screen are three lines for Single/Auto Fire, Set Range, and Stance; finally, the unit leader's name is displayed beneath the file photo. Moving the pointer over any of these areas causes a pop-up window to appear which prompts you for any changes. If the unit is a formation HQ unit, that is, its designation ends in a "0" rather than a number, there is a fourth line under Stance. It reads Change this unit only until it is left-clicked on, then it toggles to Change whole formation. With this option, any changes to Single/Auto Fire, Set Range, and Stance can be isolated to the command unit, or made to affect all subsidiary units.

#### Unit Name and Type

Left-clicking on the unit name causes a pop-up dialog box to appear where you enter the unit's new name. Pressing the **ESC** key clears the dialog box, pressing **Enter** saves the unit name. **Note:** Units can operate without names, although this makes unit identification more difficult.

#### Leader Name

Left-clicking on the leader's name causes a pop-up dialog box to appear where the leader's new name is entered. Pressing the **ESC** key clears the dialog box, pressing **Enter** saves the unit name. All that can be changed of a leader's identity is the name, not the rank. Leaders can also operate without names. **Note:** The rank of a leader can only be changed in scenarios you create with the Scenario Editor on the Deploy Screen, using the Edit Unit Data control.

### Leader Information Section

The leader's name and rank is listed above his ability scores for: Rally, Infantry, Artillery Command, Armor Command, and the leader's score in kills. High numbers in these fields indicate the leader's effectiveness in that area. Rally is how well leaders can rally units, Infantry and Armor ratings affect the leader's ability to help the unit be more accurate when directing the fire of Infantry and Armor respectively. Artillery is how accurate the leader is in targeting Indirect Fire.

### Weapons

The weapon(s) the unit is equipped with from cannons to machine guns and small arms for infantry. Usually one main gun type for vehicles, any form of missile weapon, anti-aircraft, machine guns are listed. When units fire they normally fire all available weapons if any are in range, but this can be altered. Tanks, for example, do not fire AP ammunition at an enemy squad, but will fire HE if they are carrying it. Ammunition supply is listed across from the name in this order: rounds of HE, rounds of AP, rounds of Sabot (special AP ammunition), rounds of HEAT (high explosive anti-tank), and the maximum hex range the weapon can fire.

### Configuring Weapons Systems

One of the most powerful features of the Unit Information screen is the ability to **configure** a unit to fire some but not all of its weapons. Move the pointer over the weapon name and a message prompting you to change the weapon from active to inactive (or vice versa), appears at the top of the screen. Left-clicking on an "active" weapon causes the line to turn red. The unit cannot fire this weapon unless the status is restored by left-clicking on that line a second time, now or subsequently. A single weapon can be selected to fire by pressing W and then the weapon number.

### Single / Auto Fire

This control toggles the unit between firing once with all active weapons, or firing all active weapons until all available shots have been fired, the enemy retreats, or the firing unit is fired upon. Auto fire can also be initiated by right-clicking on the fire button when the "target" missile appears over an enemy unit.

### Set Range

This range is the range at which this unit may engage the enemy during the other player's movement phase. For example, when set to 7, enemy units within seven hexes may be fired upon if there are shots available and suppression is not too high.

### Stance

This toggles between stances: Advance to, or Defend. There is also a hex number which is this unit's movement objective. See the "Unit Stance" section, starting on page 24 for a complete description. **Note:** This option only functions when the Control option is toggled on in the Preferences screen.

### Change This Unit / Whole formation

This toggles whether changes in range or stance affect just the unit displayed, or all units in the formation. This is a quick way to make these changes in large formations.

Information

Information is fixed by STEEL PANTHERS III and cannot be changed. Campaigns which have been included in the game can be changed using the Edit Unit Data section, starting in the "Edit the Current Unit's Data" section, starting on page 24.

Unit Status

The movement condition of the unit is displayed as: In, Entrenched, or Ready, and the unit's

Control represents the unit's ability to follow the formation's lead unit. Units are either in unit HQ if it is not adjacent to it unless

they maintain radio contact. Example: you have

units and the current active unit B3 is 2 hexes away from the formation's lead unit. Unit B3 is out of command control. Command

Control and Orders" section, starting on page 24.

Smoke / Sabot / HEAT

"S" and "P" indicate whether the ammunition is smoke (to be used on targets), or "Armor Piercing" (to be used on tanks). Some tanks may

not fire AP rounds including depleted uranium.

HEAT — High Explosive Anti-Tank rounds which target to burn or melt through its armor.

### Experience

Experience points measure a unit's past performance in current battles. Experienced units are more likely to hit enemy units, spot enemy units better, assault tanks better. There are four basic levels. Consider experience if you are playing a campaign game. The best units, for example, are units which have over 1000 experience.

### Morale

The fighting spirit of the unit. The unit's morale stands before it changes status from Ready to Bul

### Damage

Indicates damage taken by the unit; for infantry, point, for fuel dumps, ammo dumps, headquar

### Other Unit Information

The following information is fixed by STEEL PANTHERS III: BRIGADE COMMANDER database for the scenarios and campaigns which have been included. For scenarios that you create, some of this information can be changed using the Edit Unit Data option found on the Deploy screen. See the "Modify the Current Unit's Data" section, starting on page 70 for more information.

#### Movement Status

The current movement condition of the unit is displayed below the unit name. For example, Pinned, Dug-In, Entrenched, or Ready, and the unit's speed in MPH if it has moved.

#### CHQ Link

Command Control represents the unit's ability to follow orders, and is dependent on the contact it has with the formation's lead unit. Units are either in or out of contact. A unit loses contact with the formation unit HQ if it is not adjacent to it unless it is equipped with a radio, in which case it attempts to maintain radio contact. Example: you have a company of five tank platoons (B0 to B4) without radios and the current active unit B3 is 2 hexes away from B0 (the formation HQ unit). This means B3 is out of command control. Command control affects a unit's ability to move. See the "Command Control and Orders" section, starting on page 23 for details.

#### HE / AP / Smoke / Sabot / HEAT

"HE" and "AP" indicate whether the ammunition is "High Explosive" (to be used on "soft" non-armored targets), or "Armor Piercing" (to be used on armored targets). Smoke shells release a cloud of smoke upon detonation. Some tanks may also carry the following ammunition.

- Sabot — Represents special armor piercing rounds, such as HVAP, fin-stabilized, or similar rounds including depleted uranium.
- HEAT — High Explosive Anti-Tank rounds which use concentrated heat when striking a target to burn or melt through its armor.

#### Experience

Experience points measure a unit's past performance in battle and influence their performance in current battles. Experienced units are less susceptible to suppression, have a better chance to hit enemy units, spot enemy units better, are harder to spot themselves, and close assault tanks better. There are four basic levels, Green, Average, Veteran, and Elite. Units gain experience if you are playing a campaign game. The range is 10 to 140 experience points. Elite units, for example, are units which have over 100 experience points.

#### Morale

The fighting spirit of the unit. The unit's morale determines how much suppression it can stand before it changes status from Ready to Buttoned, Pinned or retreats or routs.

#### Damage

Indicates damage taken by the unit; for infantry this is measured in casualties one man per point, for fuel dumps, ammo dumps, headquarters (HQs), helicopters, and aircraft it is vari-

able, for vehicles damaged means destroyed. The amount of damage points an aircraft can withstand is equal to the Durability rating found either in the Encyclopedia listing for the specific aircraft, or by clicking on the 'Eye' icon (Show Data button) in the Bombard menu.

### Speed

The current rate at which the unit can move. This is how many movement points are available each turn. For more information, see the “Movement Cost” section on page 12.

### *Men*

The number of men in the unit

## Radio

Units with radios are able to stay in contact with the lead unit. Contact, either physical or by radio, is necessary to convey orders.

### *Fire Control*

The Fire Control rating can provide a substantial bonus to a unit's ability to hit by improving its accuracy. The Fire Control rating is multiplied by five and added directly to the accuracy rating for the unit in question. This number is then modified by the speed of the firing unit, the speed of the target, and the leader's command rating for that kind of unit. Units must also pass a "Fire Control Test," or suffer a reduction in accuracy of up to 50% when firing missiles.

### Size

The measure of the unit's silhouette size. Large units are easier to spot and hit. Infantry squads are rated as a 1, attack helicopters at 2, and main battle tanks at 5. No object is larger than 12.

### Cost

The value of the unit in Battle Points in this scenario, used for calculating victory.

## Vision

The range in hexes that a unit can see, whatever the current visibility setting. Ratings above 5 also allow some penetration of smoke for that unit's LOS.

### Carry Cost

This rating represents the cost, when measured against carrying capacity to carry this unit

### *Carry Capacity*

This rating represents the ability of this unit to transport other units

### Armor Diagram

The front, side, and rear armor protective values are displayed for both the turret and the chassis where applicable. The numbers in red around the turret diagram signify that this is an open topped vehicle or that it has no armor over the top of the vehicle. These units, once hit, are easier to damage or destroy, especially by artillery fire.

### *ment Carried*

The unit's carried equipment, which is usually rafts with them. To use the rafts, simply move the unit icon onto the all-water hex. The unit icon turns into the raft, move the raft onto a partial land hex and inflateable rafts per squad.

### Visual Ability

special ability the unit has is displayed, suc

BATTLE REPORT					
	U.S. ARMY		PAKISTAN		
	KILLED	WOUNDED	KILLED	WOUNDED	LOSSES
Infantry	205	268	55	356	
Artillery	21	24	3	3	
Armored Vehicles	9	0	1	1	
AC-130	12	12	22	22	
Apache	21	11	11	24	
Microlight	0	0	2	2	
Blackhawk	2	2	1	1	
<hr/>					
DEATHS					
U.S. ARMY	1660				
PAKISTAN	3705				

The Continue button first displays any promotions. This is followed by an opportunity to you have the option to repair damaged units awarded by the scenario. These points are shown

SELECT UNIT TO SERVE		SEARCH
<input type="checkbox"/>	100-1000	1000
<input type="checkbox"/>	100-1100	1100
<input type="checkbox"/>	100-1200	1200
<input type="checkbox"/>	100-1300	1300
<input type="checkbox"/>	100-1400	1400
<input type="checkbox"/>	100-1500	1500
<input type="checkbox"/>	100-1600	1600
<input type="checkbox"/>	100-1700	1700
<input type="checkbox"/>	100-1800	1800
<input type="checkbox"/>	100-1900	1900
<input type="checkbox"/>	100-2000	2000
<input type="checkbox"/>	100-2100	2100
<input type="checkbox"/>	100-2200	2200
<input type="checkbox"/>	100-2300	2300
<input type="checkbox"/>	100-2400	2400
<input type="checkbox"/>	100-2500	2500
<input type="checkbox"/>	100-2600	2600
<input type="checkbox"/>	100-2700	2700
<input type="checkbox"/>	100-2800	2800
<input type="checkbox"/>	100-2900	2900
<input type="checkbox"/>	100-3000	3000
<input type="checkbox"/>	100-3100	3100
<input type="checkbox"/>	100-3200	3200
<input type="checkbox"/>	100-3300	3300
<input type="checkbox"/>	100-3400	3400
<input type="checkbox"/>	100-3500	3500
<input type="checkbox"/>	100-3600	3600
<input type="checkbox"/>	100-3700	3700
<input type="checkbox"/>	100-3800	3800
<input type="checkbox"/>	100-3900	3900
<input type="checkbox"/>	100-4000	4000
<input type="checkbox"/>	100-4100	4100
<input type="checkbox"/>	100-4200	4200
<input type="checkbox"/>	100-4300	4300
<input type="checkbox"/>	100-4400	4400
<input type="checkbox"/>	100-4500	4500
<input type="checkbox"/>	100-4600	4600
<input type="checkbox"/>	100-4700	4700
<input type="checkbox"/>	100-4800	4800
<input type="checkbox"/>	100-4900	4900
<input type="checkbox"/>	100-5000	5000
<input type="checkbox"/>	100-5100	5100
<input type="checkbox"/>	100-5200	5200
<input type="checkbox"/>	100-5300	5300
<input type="checkbox"/>	100-5400	5400
<input type="checkbox"/>	100-5500	5500
<input type="checkbox"/>	100-5600	5600
<input type="checkbox"/>	100-5700	5700
<input type="checkbox"/>	100-5800	5800
<input type="checkbox"/>	100-5900	5900
<input type="checkbox"/>	100-6000	6000
<input type="checkbox"/>	100-6100	6100
<input type="checkbox"/>	100-6200	6200
<input type="checkbox"/>	100-6300	6300
<input type="checkbox"/>	100-6400	6400
<input type="checkbox"/>	100-6500	6500
<input type="checkbox"/>	100-6600	6600
<input type="checkbox"/>	100-6700	6700
<input type="checkbox"/>	100-6800	6800
<input type="checkbox"/>	100-6900	6900
<input type="checkbox"/>	100-7000	7000
<input type="checkbox"/>	100-7100	7100
<input type="checkbox"/>	100-7200	7200
<input type="checkbox"/>	100-7300	7300
<input type="checkbox"/>	100-7400	7400
<input type="checkbox"/>	100-7500	7500
<input type="checkbox"/>	100-7600	7600
<input type="checkbox"/>	100-7700	7700
<input type="checkbox"/>	100-7800	7800
<input type="checkbox"/>	100-7900	7900
<input type="checkbox"/>	100-8000	8000
<input type="checkbox"/>	100-8100	8100
<input type="checkbox"/>	100-8200	8200
<input type="checkbox"/>	100-8300	8300
<input type="checkbox"/>	100-8400	8400
<input type="checkbox"/>	100-8500	8500
<input type="checkbox"/>	100-8600	8600
<input type="checkbox"/>	100-8700	8700
<input type="checkbox"/>	100-8800	8800
<input type="checkbox"/>	100-8900	8900
<input type="checkbox"/>	100-9000	9000
<input type="checkbox"/>	100-9100	9100
<input type="checkbox"/>	100-9200	9200
<input type="checkbox"/>	100-9300	9300
<input type="checkbox"/>	100-9400	9400
<input type="checkbox"/>	100-9500	9500
<input type="checkbox"/>	100-9600	9600
<input type="checkbox"/>	100-9700	9700
<input type="checkbox"/>	100-9800	9800
<input type="checkbox"/>	100-9900	9900
<input type="checkbox"/>	100-10000	10000
<input type="checkbox"/>	100-10100	10100
<input type="checkbox"/>	100-10200	10200
<input type="checkbox"/>	100-10300	10300
<input type="checkbox"/>	100-10400	10400
<input type="checkbox"/>	100-10500	10500
<input type="checkbox"/>	100-10600	10600
<input type="checkbox"/>	100-10700	10700
<input type="checkbox"/>	100-10800	10800
<input type="checkbox"/>	100-10900	10900
<input type="checkbox"/>	100-11000	11000
<input type="checkbox"/>	100-11100	11100
<input type="checkbox"/>	100-11200	11200
<input type="checkbox"/>	100-11300	11300
<input type="checkbox"/>	100-11400	11400
<input type="checkbox"/>	100-11500	11500
<input type="checkbox"/>	100-11600	11600
<input type="checkbox"/>	100-11700	11700
<input type="checkbox"/>	100-11800	11800
<input type="checkbox"/>	100-11900	11900
<input type="checkbox"/>	100-12000	12000
<input type="checkbox"/>	100-12100	12100
<input type="checkbox"/>	100-12200	12200
<input type="checkbox"/>	100-12300	12300
<input type="checkbox"/>	100-12400	12400
<input type="checkbox"/>	100-12500	12500
<input type="checkbox"/>	100-12600	12600
<input type="checkbox"/>	100-12700	12700
<input type="checkbox"/>	100-12800	12800
<input type="checkbox"/>	100-12900	12900
<input type="checkbox"/>	100-13000	13000
<input type="checkbox"/>	100-13100	13100
<input type="checkbox"/>	100-13200	13200
<input type="checkbox"/>	100-13300	13300
<input type="checkbox"/>	100-13400	13400
<input type="checkbox"/>	100-13500	13500
<input type="checkbox"/>	100-13600	13600
<input type="checkbox"/>	100-13700	13700
<input type="checkbox"/>	100-13800	13800
<input type="checkbox"/>	100-13900	13900
<input type="checkbox"/>	100-14000	14000
<input type="checkbox"/>	100-14100	14100
<input type="checkbox"/>	100-14200	14200
<input type="checkbox"/>	100-14300	14300
<input type="checkbox"/>	100-14400	14400
<input type="checkbox"/>	100-14500	14500
<input type="checkbox"/>	100-14600	14600
<input type="checkbox"/>	100-14700	14700
<input type="checkbox"/>	100-14800	14800
<input type="checkbox"/>	100-14900	14900
<input type="checkbox"/>	100-15000	15000
<input type="checkbox"/>	100-15100	15100
<input type="checkbox"/>	100-15200	15200
<input type="checkbox"/>	100-15300	15300
<input type="checkbox"/>	100-15400	15400
<input type="checkbox"/>	100-15500	15500
<input type="checkbox"/>	100-15600	15600
<input type="checkbox"/>	100-15700	15700
<input type="checkbox"/>	100-15800	15800
<input type="checkbox"/>	100-15900	15900
<input type="checkbox"/>	100-16000	16000
<input type="checkbox"/>	100-16100	16100
<input type="checkbox"/>	100-16200	16200
<input type="checkbox"/>	100-16300	16300
<input type="checkbox"/>	100-16400	16400
<input type="checkbox"/>	100-16500	16500
<input type="checkbox"/>	100-16600	16600
<input type="checkbox"/>	100-16700	16700
<input type="checkbox"/>	100-16800	16800
<input type="checkbox"/>	100-16900	16900
<input type="checkbox"/>	100-17000	17000
<input type="checkbox"/>	100-17100	17100
<input type="checkbox"/>	100-17200	17200
<input type="checkbox"/>	100-17300	17300
<input type="checkbox"/>	100-17400	17400
<input type="checkbox"/>	100-17500	17500
<input type="checkbox"/>	100-17600	17600
<input type="checkbox"/>	100-17700	17700
<input type="checkbox"/>	100-17800	17800
<input type="checkbox"/>	100-17900	17900
<input type="checkbox"/>	100-18000	18000
<input type="checkbox"/>	100-18100	18100
<input type="checkbox"/>	100-18200	18200
<input type="checkbox"/>	100-18300	18300
<input type="checkbox"/>	100-18400	18400
<input type="checkbox"/>	100-18500	18500
<input type="checkbox"/>	100-18600	18600
<input type="checkbox"/>	100-18700	18700
<input type="checkbox"/>	100-18800	18800
<input type="checkbox"/>	100-18900	18900
<input type="checkbox"/>	100-19000	19000
<input type="checkbox"/>	100-19100	19100
<input type="checkbox"/>	100-19200	19200
<input type="checkbox"/>	100-19300	19300
<input type="checkbox"/>	100-19400	19400
<input type="checkbox"/>	100-19500	19500
<input type="checkbox"/>	100-19600	19600
<input type="checkbox"/>	100-19700	19700
<input type="checkbox"/>	100-19800	19800
<input type="checkbox"/>	100-19900	19900
<input type="checkbox"/>	100-20000	20000
<input type="checkbox"/>	100-20100	20100
<input type="checkbox"/>	100-20200	20200
<input type="checkbox"/>	100-20300	20300
<input type="checkbox"/>	100-20400	20400
<input type="checkbox"/>	100-20500	20500
<input type="checkbox"/>	100-20600	20600
<input type="checkbox"/>	100-20700	20700
<input type="checkbox"/>	100-20800	20800
<input type="checkbox"/>	100-20900	20900
<input type="checkbox"/>	100-21000	21000
<input type="checkbox"/>	100-21100	21100
<input type="checkbox"/>	100-21200	21200
<input type="checkbox"/>	100-21300	21300
<input type="checkbox"/>	100-21400	21400
<input type="checkbox"/>	100-21500	21500
<input type="checkbox"/>	100-21600	21600
<input type="checkbox"/>	100-21700	21700
<input type="checkbox"/>	100-21800	21800
<input type="checkbox"/>	100-21900	21900
<input type="checkbox"/>	100-22000	22000
<input type="checkbox"/>	100-22100	22100
<input type="checkbox"/>	100-22200	22200
<input type="checkbox"/>	100-22300	22300
<input type="checkbox"/>	100-22400	22400
<input type="checkbox"/>	100-22500	22500
<input type="checkbox"/>	100-22600	22600
<input type="checkbox"/>	100-22700	22700
<input type="checkbox"/>	100-22800	22800
<input type="checkbox"/>	100-22900	22900
<input type="checkbox"/>	100-23000	23000
<input type="checkbox"/>	100-23100	23100
<input type="checkbox"/>	100-23200	23200
<input type="checkbox"/>	100-23300	23300
<input type="checkbox"/>	100-23400	23400
<input type="checkbox"/>	100-23500	23500
<input type="checkbox"/>	100-23600	23600
<input type="checkbox"/>	100-23700	23700
<input type="checkbox"/>	100-23800	23800
<input type="checkbox"/>	100-23900	23900
<input type="checkbox"/>	100-24000	24000
<input type="checkbox"/>	100-24100	24100
<input type="checkbox"/>	100-24200	24200
<input type="checkbox"/>	100-24300	24300
<input type="checkbox"/>	100-24400	24400
<input type="checkbox"/>	100-24500	24500
<input type="checkbox"/>	100-24600	24600
<input type="checkbox"/>	100-24700	24700
<input type="checkbox"/>	100-24800	24800
<input type="checkbox"/>	100-24900	24900
<input type="checkbox"/>	100-25000	25000
<input type="checkbox"/>	100-25100	25100
<input type="checkbox"/>	100-25200	25200
<input type="checkbox"/>	100-25300	25300
<input type="checkbox"/>	100-25400	25400
<input type="checkbox"/>	100-25500	25500
<input type="checkbox"/>	100-25600	25600
<input type="checkbox"/>	100-25700	25700
<input type="checkbox"/>	100-25800	25800
<input type="checkbox"/>	100-25900	25900
<input type="checkbox"/>	100-26000	26000
<input type="checkbox"/>	100-26100	26100
<input type="checkbox"/>	100-26200	26200
<input type="checkbox"/>	100-26300	26300
<input type="checkbox"/>	100-26400	26400
<input type="checkbox"/>	100-26500	26500
<input type="checkbox"/>	100-26600	26600
<input type="checkbox"/>	100-26700	26700
<input type="checkbox"/>	100-26800	26800
<input type="checkbox"/>	100-26900	26900
<input type="checkbox"/>	100-27000	27000
<input type="checkbox"/>	100-27100	27100
<input type="checkbox"/>	100-27200	27200
<input type="checkbox"/>	100-27300	27300
<input type="checkbox"/>	100-27400	27400
<input type="checkbox"/>	100-27500	27500
<input type="checkbox"/>	100-27600	27600
<input type="checkbox"/>	100-27700	27700
<input type="checkbox"/>	100-27800	27800
<input type="checkbox"/>	100-27900	27900
<input type="checkbox"/>	100-28000	28000
<input type="checkbox"/>	100-28100	28100
<input type="checkbox"/>	100-28200	28200
<input type="checkbox"/>	100-28300	28300
<input type="checkbox"/>	100-28400	28400
<input type="checkbox"/>	100-28500	28500
<input type="checkbox"/>	100-28600	28600
<input type="checkbox"/>	100-28700	28700
<input type="checkbox"/>	100-28800	28800
<input type="checkbox"/>	100-28900	28900
<input type="checkbox"/>	100-29000	29000
<input type="checkbox"/>	100-29100	29100
<input type="checkbox"/>	100-29200	29200
<input type="checkbox"/>	100-29300	29300
<input type="checkbox"/>	100-29400	29400
<input type="checkbox"/>	100-29500	29500
<input type="checkbox"/>	100-29600	29600
<input type="checkbox"/>	100-29700	29700
<input type="checkbox"/>	100-29800	29800
<input type="checkbox"/>	100-29900	29900
<input type="checkbox"/>	100-30000	30000
<input type="checkbox"/>	100-30100	30100
<input type="checkbox"/>	100-30200	30200
<input type="checkbox"/>	100-30300	30300
<input type="checkbox"/>	100-30400	30400
<input type="checkbox"/>	100-30500	30500
<input type="checkbox"/>	100-30600	30600
<input type="checkbox"/>	100-30700	30700
<input type="checkbox"/>	100-30800	30800
<input type="checkbox"/>	100-30900	30900
<input type="checkbox"/>	100-31000	31000
<input type="checkbox"/>	100-31100	31100
<input type="checkbox"/>	100-31200	31200
<input type="checkbox"/>	100-31300	31300
<input type="checkbox"/>	100-31400	31400
<input type="checkbox"/>	100-31500	31500
<input type="checkbox"/>	100-31600	31600
<input type="checkbox"/>	100-31700	31700
<input type="checkbox"/>	100-31800	31800
<input type="checkbox"/>	100-31900	31900
<input type="checkbox"/>	100-32000	32000
<input type="checkbox"/>	100-32100	32100
<input type="checkbox"/>	100-32200	32200
<input type="checkbox"/>	100-32300	32300
<input type="checkbox"/>	100-32400	32400
<input type="checkbox"/>	100-32500	32500
<input type="checkbox"/>	100-32600	32600
<input type="checkbox"/>	100-32700	32700
<input type="checkbox"/>	100-32800	32800
<input type="checkbox"/>	100-32900	32900
<input type="checkbox"/>	100-33000	33000
<input type="checkbox"/>	100-33100	33100
<input type="checkbox"/>	100-33200	33200
<input type="checkbox"/>	100-33300	33300
<input type="checkbox"/>	100-33400	33400
<input type="checkbox"/>	100-33500	33500
<input type="checkbox"/>	100-33600	33600
<input type="checkbox"/>	100-33700	33700
<input type="checkbox"/>	100-33800	33800

not be turned into artillery or infantry, altho

ount of damage points an aircraft can take. In the Encyclopedia listing for the specific unit, there is a button in the Bombard menu.

many movement points are available in the "Cost" section on page 12.

ad unit. Contact, either physical or by

to a unit's ability to hit by improving its accuracy and added directly to the accuracy modified by the speed of the firing unit, for that kind of unit. Units must also have a 50% chance of hitting.

asier to spot and hit. Infantry squads

anks at 5. No object is larger than 12

ed for calculating victory.

current visibility setting. Ratings above 100%.

carrying capacity, to carry this unit.

other units.

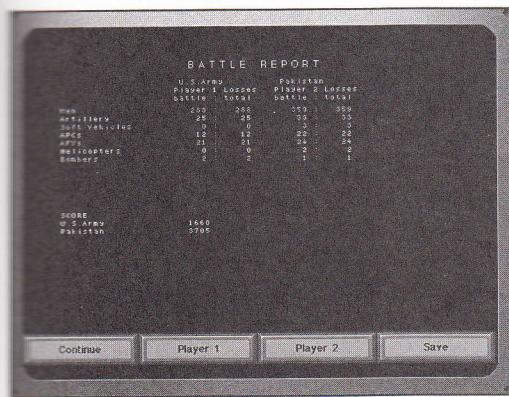
displayed for both the turret and the hull diagram signify that this is an HQ unit. These units, once hit,

### Equipment Carried

The unit's carried equipment, which is usually inflatable rafts. Most infantry carry inflatable rafts with them. To use the rafts, simply move the unit next to an all water hex and then left-click on the all-water hex. The unit icon turns into a raft. Move the raft across the river. To get off the raft, move the raft onto a partial land hex. Please note that infantry only carry one set of inflatable rafts per squad.

### Special Ability

Any special ability the unit has is displayed, such as engineer, recon, or fast response artillery.

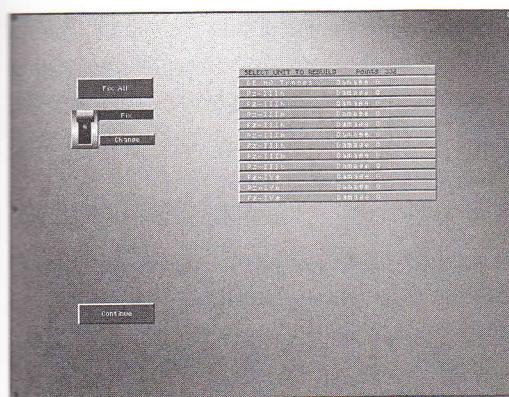


### Campaign Scenario Results

A loss nearly always ends a campaign. Otherwise, there are minor and decisive victories. When each scenario ends, the level of victory is displayed, along with losses suffered by both sides, on the Battle Report screen.

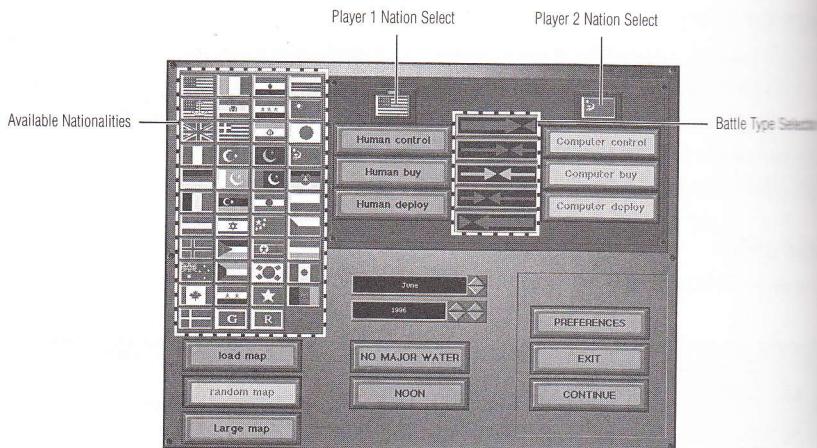
The Player 1 and Player 2 buttons at the bottom of the screen display a final look at the Unit menu.

The Continue button first displays any promotions due to experience gains and leader replacements. This is followed by an opportunity to save the game. Finally a screen appears where you have the option to repair damaged units and upgrade equipment based on Battle Points awarded by the scenario. These points are shown at the top of the unit list on the right.



Pressing the Fix All button simply repairs all damage with the available points. The switch toggles between Fix mode and Change mode. In Change mode, left-clicking on a formation opens the CHANGE UNIT MENU which operates in all ways like the Purchase screen except that units of one class cannot be changed into units of another. In other words, an armor unit can

not be turned into artillery or infantry, although HQ units can be changed to any type.



## BATTLE GENERATOR

STEEL PANTHERS III: BRIGADE COMMAND allows you to choose your own equipment and quickly create your own battles with the Battle Generator. You can choose to play against the computer or a friend, choose the nationalities, set the year and month the battle occurs, and the size and type of battle you wish to play.

## Set Troop Quality

In order to change the troop quality level, switch the Country Training switch in the Realism Preference panel “Off.” Use the up- or down-arrows to make adjustments or enter a value from 30 to 120 after left-clicking in the number field.

The primary effect of adjusting Troop Quality is to alter the cost of units that you are assigned. Simply stated, the higher you set the Troop Quality, the more Battle Points the unit costs on the Purchase screen, so the fewer units you are likely to get, however, keep in mind that these troops can be significantly better troops!

## Set Other Preferences

Set any other options on the Preferences screen to reflect how you want to play the scenario. **Note:** Setting Mines to "Off" may nullify some of the enemy advantage in a battle where you are on the offensive. Left-click on the Exit button to continue.

## Find a Country

There are over forty nations you can select for scenarios, you can choose to play: the US Army, US Marines, Canada, India, Italy, France, Japan, Holland, Yugoslavia, Poland, Norway, China.

From 1946 to 1999 the following nations are available:  
Germany, Belgium, the Netherlands, Norway, Austria,  
Turkey, Pakistan, Libya, Israel, Jordan, the Gulf States,  
India, China, North Korea, South Korea, North  
Russia, East Germany, Poland, Czechoslovakia, Hungary

The Red and Green "nations" represent "generic" scenarios. A green light goes on over the position on Player 2.

their force can consist of equipment from more than one nation of nationality is based on the first nation.

## Player Control Setting

Six switches, three for each player, determine which player, and deploys for each player — a human

## Map Selection

Select either a pre-made map which you have  
the computer build a random map.

## Map Size

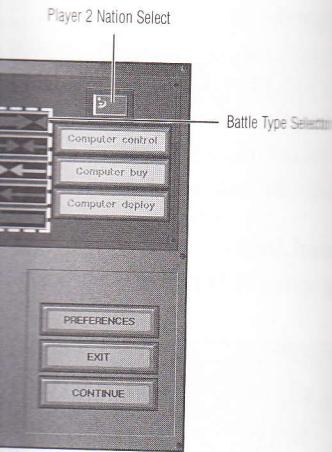
If you have the computer generate a random map, it will be Medium, or Large. Small maps are long and narrow, Medium maps are 60 hexes wide, Large maps are 120 hexes wide.

### **Set Type of Battle Mission**

There are three types of battle missions: Advance, Defend, and Hold. By pressing the five buttons with green arrows, you determine the mission type.

## Meeting Engagement

Your troops begin at one side of the battlefield, equal sets of Victory Objectives in varying states.



## Select a Country

There are over forty nations you can select for scenarios — by clicking on one of the Flag buttons, you can choose to play: the US Army, US Marines, Germany, United Kingdom, ANZAC, Finland, Canada, India, Italy, France, Japan, Hungary, Belgium, Soviet Union, Rumania, Netherlands, Yugoslavia, Poland, Norway, China, or Greece during the period of 1939 to 1945.

From 1946 to 1999 the following nations are available: United States, the United Kingdom, France, Germany, Belgium, the Netherlands, Norway, Australia, Canada, Denmark, Italy, Spain, Greece, Turkey, Pakistan, Libya, Israel, Jordan, the Gulf States, Egypt, Syria, Iraq, Iran, Mujehadeen, the PLO, India, China, North Korea, South Korea, North Vietnam, South Vietnam, Taiwan, Japan, Russia, East Germany, Poland, Czechoslovakia, Hungary, Romania, and Afghanistan.

The Red and Green “nations” represent “generic” East bloc and West bloc nations for generated scenarios. A green light goes on over the position that a nationality is being chosen for, Player 1 or Player 2.

Your force can consist of equipment from more than one nationality, but the overall determination of nationality is based on the first nationality setting chosen.

oose your own equipment and quickly  
an choose to play against the computer  
onth the battle occurs, and the size and

Country Training switch in the Realism  
take adjustments or enter a value from

the cost of units that you are assigned.  
e more Battle Points the unit costs on  
get, however, keep in mind that these

ct how you want to play the scenario.  
emy advantage in a battle where you  
inue.

## Player Control Setting

Six switches, three for each player, determine who controls each player, purchases for each player, and deploys for each player — a human or the computer.

## Map Selection

Select either a pre-made map which you have created earlier in the Scenario Editor, or have the computer build a random map.

## Map Size

If you have the computer generate a random map you must select one of three map sizes, Small, Medium, or Large. Small maps are long and narrow at 40 hexes wide and 100 hexes long, Medium maps are 60 hexes wide, Large maps are the full 80 hexes wide and 100 hexes long.

## Set Type of Battle Mission

There are three types of battle missions: Advance, Meeting Engagement, and Assault. Using the five buttons with green arrows, you determine who is on the attack or on the defense.

### Meeting Engagement

Your troops begin at one side of the battlefield, and the enemy on the other. There are three equal sets of Victory Objectives in varying states of control by either side.

## Advance

One side's troops are the vanguard of their army and are to break through enemy territory and capture objectives on the other side. Enemy units are not entrenched to defend the ~~series~~ Victory Objectives, and they usually have limited mines or obstacles available.

## Assault

The aggressor's troops attack an entrenched line of enemy-defended objectives. This is the only type of scenario where the map can include beach terrain.

## Set Month

Choose the actual month the battle takes place. The months between October and February may have snow conditions which can affect movement rates depending on the location of the battle. This combined with the year and nationalities engaged determine the terrain type. Use the up- and down-arrow buttons on the end of this display to adjust the date.

## Set Year

Choose the year the battle takes place. The available years are: 1939 through 1999. This is important as only units historically available during that year can be purchased.

## Set Water Features

Just below the date controls is a button where the amount of water in the hex can be set. The four options are NO MAJOR WATER, the default, RIVER (North-South), BEACH, and RIVER (Random). **Note:** This button only works in "Player Assaults Player" scenarios, otherwise the button does not function.

## Set Lighting

Below the Water Feature button is the Lighting button. This control changes the overall lighting conditions for the battle, which affect visibility. The options are NOON, NO MOON, HALF MOON, FULL MOON, DAWN, and DUSK. Lighting other than NOON reduces the level of visibility substantially for units without enhanced vision gear such as thermal imaging or image intensifiers.

## Buy Units

If you chose the Manual option, you now have the opportunity to purchase your units. This process is essentially the same as described in the "Choosing Core Units" section on page 43. The main difference lies in two additional buttons in the lower-left corner: the Max Points and Mission buttons which are covered in the "Maximum Points" and "Mission" sections, starting on page 59.

## Unit Classes

### Armor

Formations consisting of tanks, armored cars, and transports. These units can be used to protect them from enemy fire.

### Artillery

Formations consisting of artillery and anti-tank guns. These units do not normally move on their own, and require support from other units. If there is an asterisk (\*) after their name in the list, they are used for shore bombardment missions.

### Infantry

Formations consisting of foot soldiers carrying grenades, mortars, bazookas and flame-throwers.

### Miscellaneous

Formations consisting of helicopters, strike elements, mines, pillboxes, forts, truck transport, barges, and other units.

## Special Note:

\* — A single asterisk (\*) after a formation's name indicates that it requires a vehicle such as a truck or APC to transport it.

**Note:** While selecting formations to buy, the statistics for each formation are displayed. For more detailed information on the statistics, see the "Unit Command Screen" section.

## Purchase Specific Equipment

After you choose the equipment formations you want to buy, click the Buy button. This will bring up a list of the formations you have selected. You can then click on the formation you want to buy and it will be added to your formation list. You can also click on the formation you want to buy and it will be added to your formation list. You can also click on the formation you want to buy and it will be added to your formation list.

The nationality of units can also be switched to different nationalities.

## Select Formations

You may decide to Buy that unit or Cancel/Exit the game.

## Unit Type

Displays the exact type of tank, infantry, or aircraft unit. This is a list of different types of units available in STEEL PANTHERS III.

## Unit Classes

### Armor

Formations consisting of tanks, armored cars, and other vehicles covered with armor plating to protect them from enemy fire.

### Artillery

Formations consisting of artillery and anti-tank guns, and self-propelled guns. Many of these units do not normally move on their own, and require a separate vehicle in order to transport them if there is an asterisk (\*) after their name in the purchase column. Allotments of ship-based shore bombardment missions are also purchased here.

### Infantry

Formations consisting of foot soldiers carrying a range of weapons from rifles and hand grenades, to bazookas and flame-throwers.

### Miscellaneous

Formations consisting of helicopters, strike elements, half-tracks, armored personnel carriers, mines, pillboxes, forts, truck transport, barges, anti-aircraft guns and missiles.

### Special Note:

\* — A single asterisk (\*) after a formation's name in the purchase column indicates that it requires a vehicle such as a truck or APC to transport it.

**Note:** While selecting formations to buy, the statistics of the units appear. For definitions of the statistics, see the "Unit Command Screen" section, starting on page 50.

## Purchase Specific Equipment

After you choose the equipment formations you want, you may select a specific tank or infantry formation from this menu. Where in the previous menu you may have selected a Tank Plt formation, this menu could allow you to choose between M60A1 Patton, M60A3 Patton, or M1 Abrams tanks. The choices are based on equipment available to that type of unit at that point in time.

The nationality of units can also be switched to provide more options of weapon systems.

## Select Formations

You may decide to Buy that unit or Cancel/Exit the Purchase Unit Menu.

## Unit Type

Displays the exact type of tank, infantry, or aircraft unit you wish to buy. There are hundreds of different types of units available in STEEL PANTHERS III: BRIGADE COMMAND.

## Unit Cost and Breakdown

Displays unit information, how much it costs, and the Battle Points you have remaining. Left-clicking on a formation in the panel on the right causes it to be deleted, and adds the points back into your "bank."

## Mission Button

The Mission button opens a window with a reminder of who the opponents are, what the date is, what the location is, what the mission is set to, scenario length, and visibility.

## Maximum Points Button

Left-clicking on this button allocates the maximum number of points to both sides. This feature only works prior to the first purchase.

## View Map Button

Allows you to look at the terrain you are fighting on.

## Nation Button

Use this option to add additional forces from other nations to the force being bought. In the screen that appears, left-click on the nation you wish to use and then left-click on the Continue button. The units now displayed on the Purchase screen are those of the new nation.

## Done

When you are through purchasing units, left-click on the Done button.

## Deploy Formations

### Auto Deploy

Allows the computer to deploy your forces automatically for a quick setup of the game. If you select this method you go to the deploy menu to see how the computer set up, and you may still manually change what the computer did.

### Human Deploy

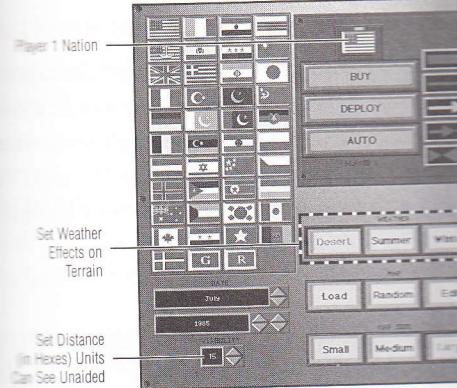
Allows you to deploy forces manually. See the section "Deployment," on page 45, for more detail.

## Save Game

Allows you to save your current game at the deployment phase. See the "Playing by Email" section on page 76 for Email game directions.

## Quit Deploy

Returns the view to the Interphase screen where you can save this battle prior to beginning it. Left-click on the Start Turn button to go to the Tactical screen and begin the game.



## SCENARIO EDITOR

The STEEL PANTHERS III: BRIGADE COMMAND custom scenarios from the ground up by selecting the month and their placements. The largest differences between Editor is that scenarios must have both side's forces degree of control of the quality of units and leaders, from the ground up, the scenario can be used to build the scenario must be saved and then loaded as either

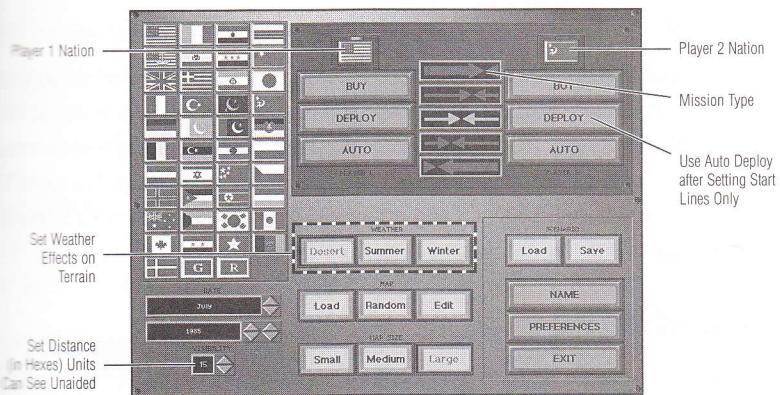
As an example lets build a simple U.S. Army advanced PANTHERS II: MODERN BATTLES you should realize that that game's Editor. This tutorial should go a long way made in creating STEEL PANTHERS III: BRIGADE COMMAND

### Selecting Nationality

The first thing you want to do is set up who is fighting editor, you can pick which nations are fighting each other by clicking on the flag underneath the heading "Player 1," for Player 2 selecting the Soviet flag. You have now

### Set Year and Month

Next set the month and year of the battle. In the controls; one each for the year and the month. Then the month and year to your choice. For this example month of "July."



## SCENARIO EDITOR

The STEEL PANTHERS III: BRIGADE COMMAND custom Scenario Editor allows you to create scenarios from the ground up by selecting the month and year, terrain, equipment, troop types and their placements. The largest differences between the Battle Generator and the Scenario Editor is that scenarios must have both side's forces chosen and deployed, there is a greater degree of control of the quality of units and leaders, the maps can be heavily modified or built from the ground up, the scenario can be used to build a campaign with other scenarios, and the scenario must be saved and then loaded as either a scenario or as part of a campaign.

As an example lets build a simple U.S. Army advance against the Russians. If you own STEEL PANTHERS II: MODERN BATTLES you should realize that this is the same scenario you built with that game's Editor. This tutorial should go a long way to demonstrating the changes we have made in creating STEEL PANTHERS III: BRIGADE COMMAND.

### Selecting Nationality

The first thing you want to do is set up who is fighting whom. In the upper-left corner of the editor, you can pick which nations are fighting each other. To pick Player 1's nationality, left-click on the flag underneath the heading "Player 1," then select the US flag. Repeat the process for Player 2 selecting the Soviet flag. You have now set up the nationalities for this battle.

### Set Year and Month

Next set the month and year of the battle. In the lower-left portion of the menu there are two controls; one each for the year and the month. The up and down arrows allow you to change the month and year to your choice. For this example we selected the year "1985" and the month of "July."

## Visibility Setup

Below the Year and Month control is the Visibility Setting control. This control shows you how far the units in your armies can see unaided. Use the up and down arrows to adjust the setting. For example, a setting of 10 means that all of the units are able to see only ten hexes away and a setting of 25 means that they are able to see twenty-five hexes away. The units Vision rating can override this limit, so that a unit with a Vision rating of 10 can see a minimum of ten hexes regardless of the visibility setting. For now, set Visibility to "20."

## Buy, Deploy and Auto Buttons

Three buttons are under each Player flag.

### Buy Button

Clicking on the Buy button displays the Purchase screen for that nationality where units are bought with Battle Points.

### Deploy Button

Clicking on the Deploy button displays the Deployment screen with your units lined up against your back map edge. See the "Deploy Forces" section on page 63 for details.

### Auto Button

Clicking on the Auto button has the computer deploy your forces and displays this deployment for your approval or re-deployment. See the "Deploy Forces" section on page 63 for details.

## Select Mission Type

In the upper-center are the Mission Selection buttons. These allow you to pick the basic Mission Type in STEEL PANTHERS III: BRIGADE COMMAND : Assault, Advance, or Meeting Engagement. The difference between "Assault" and "Advance" is that the defender in a "Assault" mission is dug-in and both sides have more artillery support. For now, pick the "US Army Advances vs. Russia" option. Your scenario so far is the US vs. the Russians, July, 1985, and it is a US Army Advance.

## Map Controls

### Select Terrain Type

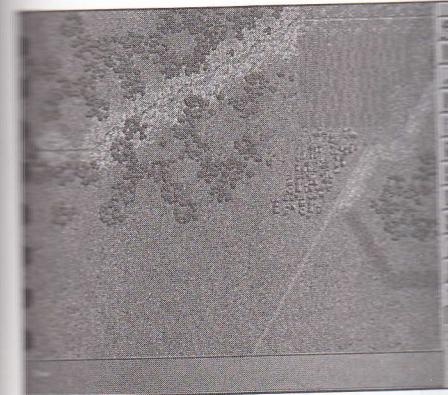
The editor allows you to pick the Terrain Type you wish to fight in. You have three choices of map types: Desert, Summer, or Winter. For this battle let's pick, "Summer."

## Select Battle Size

Below the Map Selection buttons are the Battle Size buttons. These buttons determine the size of the map the battle is to be fought upon. In this example, we picked "Small."

## Select Forces

Now it's time to purchase units for your battle. This is done through the Battle Generator menu. For now select the



button to generate the map. Once it is done, left-click on the map to add terrain. Right-click on the map may also alter the visibility setting.

## Basic Map Editing

You now have a randomly-built map. You can clear the map and start from scratch. To edit the map, left-click on the terrain you wish to add. On the right side of the screen are more descriptions on the icons, please refer to

the manual for more information. For now, let's add some woods. Left-click on the terrain you wish to add, and left-click on the map you wish to add trees to, and left-click on the map. Now, if you right-click on a hex, the terrain you just clicked on, but also to six surrounding hexes, will be added to the map. You may now do the same for roads and streams.

Making roads and streams works differently. Left-click on the map where you wish the road to begin, and right-click on the map where you wish the road to end. Be careful not to make a road that goes off the map. You may have difficulty interpreting this. The method is

### Select Battle Size

Below the Map Selection buttons are the Battle Size Selection menu. This menu only changes the size of the map the battle is to be fought upon. You have the choice from small to large. For this example, we picked "Small."

### Select Forces

Now it's time to purchase units for your battle. The two Buy buttons operate in the same fashion as the Battle Generator menu. For now select the units for both the Americans and Russians.



### Build a Map

Below the Terrain and Visibility settings are the Map Selection options. You may either have the computer build you a "Random" map, or you can "Load" a saved map, or you can "Edit" an existing map which has already been loaded. For this example just pick build a "Random" map. It may take the computer a few seconds

to generate the map. Once it is done, left-click on the Edit button. **Note:** Generating a random map may also alter the visibility setting.

### Basic Map Editing

You now have a randomly-built map. You can either accept the map as it is, edit the map, or clear the map and start from scratch. To edit the map, you first have to select a terrain tile you wish to add. On the right side of the screen are available terrain icons you can choose from. For more descriptions on the icons, please refer to the "Map Editing Controls" section on page 64.

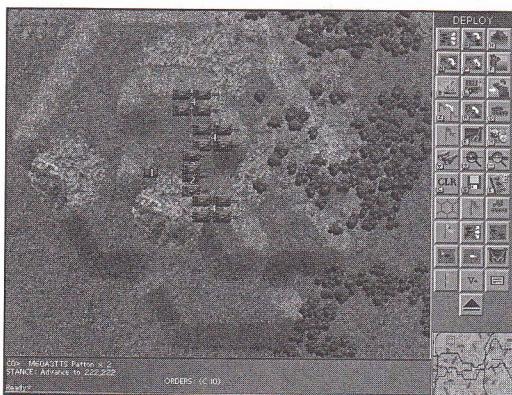
For now, let's add some woods. Left-click on the Add TREES to hex button, then pick a spot on the map you wish to add trees to, and left-click again. A tree hex has now been added to your map. Now, if you right-click on a hex, the terrain type is added not only to the single hex you just clicked on, but also to six surrounding hexes. This allows you to quickly add large amounts of terrain to the map. You may now do the same for most of the other terrain buttons.

Making roads and streams works differently. Left-click on the Secondary Road button. Now left-click on the map where you wish the road to start, then left-click again on the map where you wish the road to end. Be careful not to make very sharp curves or turns, as the computer may have difficulty interpreting this. The method is the same for making paved roads and streams.

If you wish to start from scratch, left-click on the CLR button. Warning! This erases the entire map of all its features, so be sure you want to do this, or save the current map first.

To save any map you make just left-click on the Save Current Map button. Left-click on the Quit button go back to the Editor Menu.

For more options on map editing, see the "Map Editing Controls" section, starting on page 61.



## Deploy Forces

Now that both the Americans and Russians have units, it's time to deploy them. Below the Buy buttons are the Deploy Options buttons: Deploy and Auto. Auto allows the computer to set the units up for each player automatically. The Deploy option allows you to set the units on the map. For now left-click on the Deploy option.

The Deploy screen is where you can place your units on the Battle Map. You'll notice that the units for both the Russians and Americans are on both the extreme left and right sides of the map. You are free to set up the units on the map as you see fit. Also, you may modify Victory Objective flags as well.

For more options on deployment and unit editing, see the "Deploy Screen Controls" section, starting on page 67.

## Setting the Number of Turns

To set the number of turns in the scenario press the "." (period) key on the keyboard while in the DEPLOY screen. A pop-up dialog box appears where the maximum length of this battle is set. The game does not necessarily end on that turn if neither side has clearly achieved victory.

## Saving Scenarios

At this point, you have finished making your scenario. You can now save it by going to the Scenario Options menu at the bottom of the Editor menu. There are two buttons. Left-click on Save to save the scenario you've made. The Load button loads an existing scenario and allows you to edit that scenario. Remember, these options have nothing to do with loading or saving a map.

## Map Editing Controls

STEEL PANTHERS III: BRIGADE COMMAND allows you not to create your own. To create a map from scratch, terrain tiles you wish by left-clicking on them, then left-click on the Battle Map.

**Note:** Be sure to save your maps while creating and editing.

### Clear Map



Erases all terrain features from the Battle Map.

### Clear All Terrain From Hex



Restores a hex to open or grass terrain and

### Swamp Terrain



Selects swamp or marsh terrain.

### Rough Terrain



Selects rough terrain which consists of un

### Level 1 Hill Terrain



Selects small, open hill terrain, height 10.

### Level 2 Hill Terrain



Selects medium-sized open hill terrain, he

### Level 3 Hill Terrain



Selects large-sized open hilltop terrain, he

### Make a Stream



Left-click on the hex where you wish the stream to begin. Left-click on the hex where you wish the stream to end. The generated

### Water Terrain



Selects all-water terrain with surrounding

of three settings: 0 for shallow water, 1 for

button. Warning! This erases the entire map, so save the current map first.

Current Map button. Left-click on the "Map Controls" section, starting on page 104.

## Deploy Forces

Now that both the Americans and Russians have units, it's time to deploy them. Below the Buy buttons are the Deploy Options buttons: Deploy and Auto. Auto allows the computer to set the units up for each player automatically. The Deploy option allows you to set the units on the map. For now left-click on the Deploy option.

the Battle Map. You'll notice that the extreme left and right sides of the map are not visible. Also, you may modify Victory

the "Deploy Screen Controls" section.

period) key on the keyboard while in maximum length of this battle is set. The side has clearly achieved victory.

now save it by going to the Scenario buttons. Left-click on Save to save the scenario and allows you to edit that loading or saving a map.

## Map Editing Controls

STEEL PANTHERS III: BRIGADE COMMAND allows you not only to play on realistic terrain maps, but also to create your own. To create a map from scratch or edit an existing map, select the terrain tiles you wish by left-clicking on them, then left-clicking where you wish to place them on the Battle Map.

**Note:** Be sure to save your maps while creating and once you have finished creating them!

### Clear Map



Erases all terrain features from the Battle Map.

### Clear All Terrain From Hex



Restores a hex to open or grass terrain and sets height level to 0 (zero).

### Swamp Terrain



Selects swamp or marsh terrain.

### Rough Terrain



Selects rough terrain which consists of uneven, rocky terrain, with some light brush

### Level 1 Hill Terrain



Selects small, open hill terrain, height 10.

### Level 2 Hill Terrain



Selects medium-sized open hill terrain, height 20.

### Level 3 Hill Terrain



Selects large-sized open hilltop terrain, height 30.

### Make a Stream



Left-click on the hex where you wish the stream to originate, then left-click on where you wish the stream to end. The generated river meanders between these two points.

### Water Terrain



Selects all-water terrain with surrounding beach. The water depth can be set to one of three settings: 0 for shallow water, 1 for water, 2 for deep water.

**Trees**

Selects wooded terrain, consisting of dense woods and heavy brush.

**Wheat Crops Terrain**

Selects wheat field terrain. If the Tree Type toggle is set to Palm Trees, then this places rice paddies instead.

**Green Crops Terrain**

Selects generic green crop field terrain.

**High Grass Terrain**

Selects high grass terrain, representing wild or high grass and brush.

**Village**

Selects a village terrain tile. Different buildings can be viewed by left-clicking on the hex until the buildings you want appear.

**Urban**

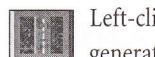
Selects an urban terrain. Different buildings can be viewed by left-clicking on the hex until the buildings you want appear.

**Add Text to Hex**

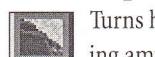
This opens a pop-up dialog box where up to 15 characters can be entered. The text is centered in the hex.

**Create a Secondary Road**

Left-click on the hexes where you wish the secondary road to originate and end. The generated road winds between these two points.

**Create a Primary Road**

Left-click on the hexes where you wish the primary road to originate and end. The generated road winds between these two points.

**Add a Strip of Beach**

Turns half of the map into an ocean area with a beach. This feature is useful in making amphibious assault scenarios. This erases previous terrain.

**Pavement**

Places pavement in a hex.

**Convert Streams to Rivers**

Converts existing streams into wide rivers.

**Beach Terrain**

Places beach terrain in a hex.

**Add Light Damage to an Area**

Adds shell holes and damaged buildings.

**Add Heavy Damage to an Area**

Adds a significant number of shell hole levels of damage by left-clicking multiply burning hex.

**Create a City Section**

Creates a large area of mixed urban and cities quickly.

**Tree Type Toggle**

Toggles between temperate fields to the map. Adding trees adds mixed forest or palm trees. The Wheat Field the jungle setting is active, and wheat fields wh

**Fill in Area with Current Terrain**

Fills in an area with the currently selected terrain with the Set Terrain Fill Range button.

**Set Terrain Fill Range**

Determines the range of hexes to be filled. For example, a setting of "3" fills in a 3-hex

**Save Map**

Saves the current map.

**Pavement**

Places pavement in a hex.

**Convert Streams to Rivers**

Converts existing streams into wide rivers.

**Beach Terrain**

Places beach terrain in a hex.

**Add Light Damage to an Area**

Adds shell holes and damaged buildings in the area.

**Add Heavy Damage to an Area**

Adds a significant number of shell holes and damaged buildings in the area. Adding levels of damage by left-clicking multiple times can create a lightly burning to heavily burning hex.

**Create a City Section**

Creates a large area of mixed urban and village hexes. This button allows you to build cities quickly.

**Tree Type Toggle**

Toggles between temperate and jungle vegetation when adding trees and fields to the map. Adding trees must be done using the Trees button and adds mixed forest or palm trees. The Wheat Field/Rice Paddies control adds rice paddies when the jungle setting is active, and wheat fields when the temperate setting is active.

**Fill in Area with Current Terrain**

Fills in an area with the currently selected terrain. The area width can be adjusted with the Set Terrain Fill Range button, described below.

**Set Terrain Fill Range**

Determines the range of hexes to be filled in with the currently selected terrain. For example, a setting of "3" fills in a 3-hex radius circle of the currently-selected terrain.

**Save Map**

Saves the current map.



**Unit Status List Panel**

**HQ** — An H in the first column indicates that the current formation leader and HQ are attached to that unit.

**Men, Guns, or Vehicles** — The second column displays the current number of men, guns, or vehicles. “KO” indicates that the unit has been “knocked out” or destroyed.

**Stance** — Each unit’s stance is displayed in the third column, A for attack stance, D for defend. Left-clicking on the letter in this column allows that unit’s stance to be toggled between A and D.

**Range** — Column four is the Maximum Firing Range setting for that unit.

**Go to Next Unit**

Selects the next unit in the order you purchased them. For example, going from unit B1 to unit B2.

**Go to Previous Unit**

Selects the previously selected unit, in order of purchase.

**Find Current Unit on Map**

This control centers the Battle Map on the selected unit’s hex. This is useful if the map has been scrolled away from the active unit’s hex.

**Pre-Plan Bombardment**

See the section of the same name on page 46 in the “Manually Deploying Formations” section and the “Indirect Fire Basics” section, starting on page 13.

**Load/Board Unit**

Mounts or dismounts infantry or artillery units from tanks, vehicles, barges. The capacity of different vehicles varies; for example, some vehicle platoons can carry a rifle platoon and a heavy weapons team.

**Assign Current Unit to New HQ**

Assigns the current active unit to a formation selected by left-clicking on it.

**Edit Victory Objective Flags**

By left-clicking on the Edit Victory Objectives button, you open a sub-menu where you are able to move each Victory flag to a different location, add or subtract the value of each Victory Objective flag and change ownership of the Victory flag.

You are automatically given 21 Victory Objective flags which default to three groups of seven flags. You may NOT add more than this number. To have fewer objective flags, simply click and move a flag into a hex already occupied by another flag, however, you can never have fewer than one. Flags have their own victory points, not hexes. So, if you move three flags worth 50 points each into the same hex, then when playing the game the player who occupies that hex will receive 150 points.

#### Next and Previous Buttons

Use the **N** key or Next button and **P** key or Previous button followed by the Move Cursor button to quickly switch from Victory Objective flag to flag.

#### Move Cursor Button

 Left-click on the Next or Previous button, then the Move Cursor button to cycle forward or backward through the Victory Objective flags. This is particularly useful if you have superimposed one flag on another.

The Move Cursor button also returns to the currently selected Victory Objective flag hex if the map has been scrolled elsewhere.

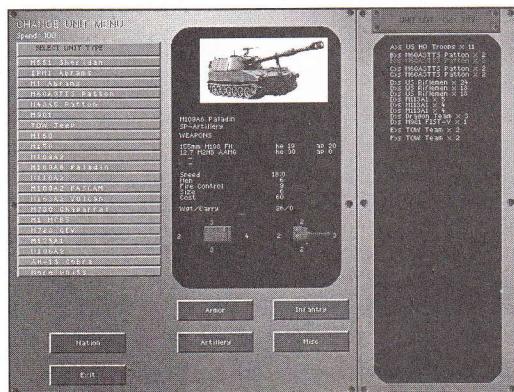
#### Change Victory Objective Control Button

 This control cycles the status of a selected Victory Objective flag through three states: Player 1's nationality, Neutral, and Player 2's nationality.

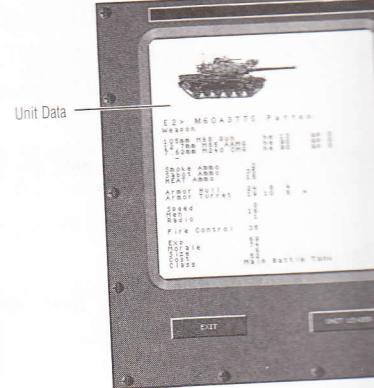
#### Add and Subtract Victory Points Value Buttons

 Left-click on one of these buttons to increment or decrement the value of Victory Objective flags by 10 points.

There are also Zoom In, Zoom Out, and Return buttons.



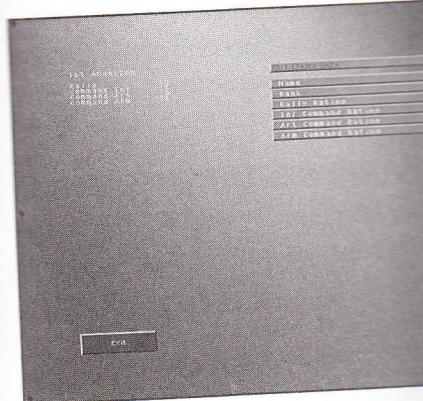
and the unit type buttons to choose the new unit type and left-click on Exit to return to the DEPLOY screen.



#### Modify the Current Unit's Data

 This powerful option allows you to alter unit data. Each Edit Unit Data button value can be entered. Left-clicking on the Exit button changes most unit data values, such as unit armament.

**Note:** Settings for number of weapons and vehicles in these fields are active can result in a value of 0.



#### Change Current Unit to a Different Type

 This option opens the CHANGE UNIT MENU screen, where the selected unit can be changed to another unit of the same type from the same nation, another unit of a different type of the same nation, or to a unit of a different nationality altogether. Use the equipment list

1	=	Private	2	=	
4	=	2nd Lieutenant (Lt.)	5	=	
7	=	Major	8	=	

Leader statistics, unit experience, and more

ich default to three groups of seven  
ver objective flags, simply click and  
however, you can never have fewer  
So, if you move three flags worth 50  
the player who occupies that hex

followed by the Move Cursor but-

the Move Cursor button to cycle for-  
flags. This is particularly useful if

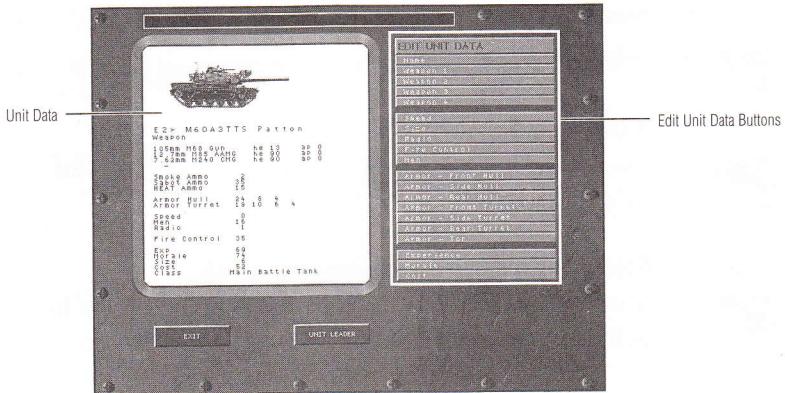
ed Victory Objective flag hex if the

Objective flag through three states:  
nality.

ement or decrement the value of

### Change Current Unit to a Different Type

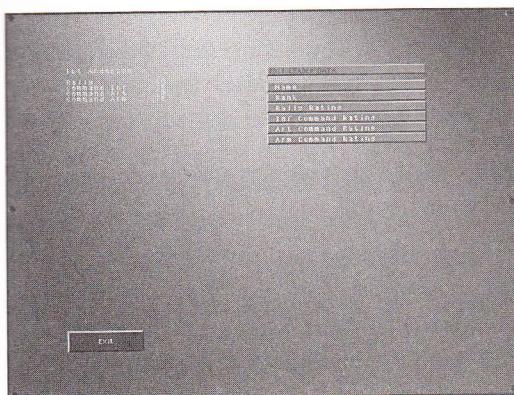
This option opens the  
CHANGE UNIT MENU  
screen, where the selected unit  
can be changed to another unit of  
the same type from the same  
nation, another unit of a different  
type of the same nation, or to a  
unit of a different nationality  
altogether. Use the equipment list  
left-click on Exit to return to the



### Modify the Current Unit's Data

 This powerful option allows you to alter the unit data for any given unit in the current scenario. Each Edit Unit Data button opens a pop-up dialog box where a new value can be entered. Left-clicking on the Exit button returns to the DEPLOY screen. You can change most unit data values, such as unit armor and speed, to a maximum value of 255.

**Note:** Settings for number of weapons and vehicles cannot be 0. Pressing the ESC key while these fields are active can result in a value of 0.



### Modify the Leader Data

The Unit Leader button opens a sub-menu where ratings for the leader in command of the selected unit can be adjusted. When asked to edit a leader's rank, a number must be entered which represents the rank. Here are the numerical equivalents:

1 = Private	2 = Corporal	3 = Sergeant
4 = 2nd Lieutenant (Lt.)	5 = 1st Lt.	6 = Captain
7 = Major	8 = Lt. Colonel	9 = Colonel.

Leader statistics, unit experience, and morale, have a maximum value of 255.

**Go to the Objective Area**

Shifts the Battle Map to center on the Victory Objective of the active unit.

**Entrench All Units**

If you are playing in a "Defend" Mission, all of your units automatically start the scenario entrenched.

**Build Minefields, Barbed Wire, and Dragon's Teeth**

Allows you to place mines, barbed wire, and Dragon Teeth you have purchased. Dragon Teeth are anti-tank obstacles.

**Show Unit Visibility**

Shows the current unit's Line of Sight (LOS) or visible hexes that it can see in the direction it is facing.

**Zoom In and Zoom Out**

Magnifies and decreases the magnification of the Battle Map.

**Clear Dark and Smoke in Hex Button**

Clears the Battle Map of any shaded or smoke-filled hexes for better viewing of the terrain. This button toggles smoke on/off.

**Save Game**

Saves the game at current deployment.

**Go to the Weapons Encyclopedia**

Opens the Weapons Encyclopedia where information on weapons and units in STEEL PANTHERS III: BRIGADE COMMAND can be viewed.

**Hexsides On / Off**

Toggles Battle Map hex sides on or off.

**Set Objectives For Formation**

With a unit selected, left-click on this button, then select the hex to be the formation's objective and left-click there to place the objective flag icon.

**Load All Units Into Closest Vehicles**

This control is for quick loading units capable of transporting other units such as infantry or artillery.

**Set All Units Objectives**

This control set the objective for a selected hex.

**Change Stance for Formation**

This button toggles the stance from current formation.

**Change the # of Weapons for (Unit Name)**

Use this option to adjust the number

**Make (Unit Name) a Reinforcement**

This control changes the status of the left-click on this button or press the area (1-4) and an entry turn (0-99). Pressing

**Toggle Auxiliary Status for (Unit Name)**

This control switches the status of the nario is added to a campaign you go forward from scenario to scenario along redeployed by a player in the deploy phase AUX added to the end of its status line at the

**Add or Delete Entrenchments from**

This control overlays entrenchmen else on the map. Left-click to place

**Change the Start (Player Nation) Line**

This button opens a sub-menu wh player. Three buttons appear on the hex placement of the Player 1 start line, a g of the Player 2 start line, and a red flag but placing the start lines for each player, each position of the line and there can only be

**Change the Victory Cost of All (Player Nation)**

This control opens a pop-up dia Cost of units of the side being d means that the Victory Cost multiplier is 1 a 10 increases the multiplier to 100%, or 2

**Set All Units Objectives**

This control set the objective for all units in the deploying force to the currently selected hex.

**Change Stance for Formation**

This button toggles the stance from Defend to Advance to or back for all units in the current formation.

**Change the # of Weapons for (Unit Name)**

Use this option to adjust the number of men, vehicles, or guns in the active unit.

**Make (Unit Name) a Reinforcement**

This control changes the status of the selected unit to that of a reinforcement. When you left-click on this button or press the 1 key, you are prompted to assign the unit an entry area (1-4) and an entry turn (0-99). Pressing the 0 key resets the unit not to be a reinforcement.

**Toggle Auxiliary Status for (Unit Name)**

This control switches the status of the active unit from Core to Auxilliary. If this scenario is added to a campaign you create, units that are Auxiliary formations do not go forward from scenario to scenario along with the Core formations and the unit cannot be redeployed by a player in the deploy phase during a campaign game. The unit will have an AUX added to the end of its status line at the bottom of the screen.

**Add or Delete Entrenchments from the Cursor Hex**

This control overlays entrenchment icons around units, and sandbag icons anywhere else on the map. Left-click to place or remove these icons.

**Change the Start (Player Nation) Line**

This button opens a sub-menu which allows the Player start lines to be placed by the player. Three buttons appear on the sub-menu: a blue flag button which allow hex by hex placement of the Player 1 start line, a green flag button which allow hex by hex placement of the Player 2 start line, and a red flag button which generates an automatic front line. When placing the start lines for each player, each hex of the start line must be clicked on to set the position of the line and there can only be one per hex row.

**Change the Victory Cost of All (Player Nation) Units**

This control opens a pop-up dialog box where a multiplier can be set for the Victory Cost of units of the side being deployed. The range is from 1 to 255. Entering a 1 means that the Victory Cost multiplier is 10% so a 20 point unit would cost 2 points; entering a 10 increases the multiplier to 100%, or 20 points for a 20 point unit.

## Go to the Preference Screen



This option opens the Preferences screen.

## Quit the Deployment Menu



Use this button to return to the Editor screen.

## Scenario Editor Notes

Note that this option is for die-hard gamers who want to create very detailed scenarios. To quickly generate random battles, we suggest you use the Battle Generator. The “build a complete scenario option” was originally intended to be used only by our scenario designers, but we decided to put it in the game because of all the requests for it. Proceed at your own risk. Note that changes only affect the scenario you are editing.

## Editing Unit Data

You can also change your units to a different type (ex. Patton tank to an Abrams tank) or modify an existing unit’s data. These options are available through the Change Current Unit and Modify Current Unit buttons. See the “Change Current Unit to a Different Type” and “Modify the Current Unit’s Data” sections starting on pages 69 and 70 respectively.

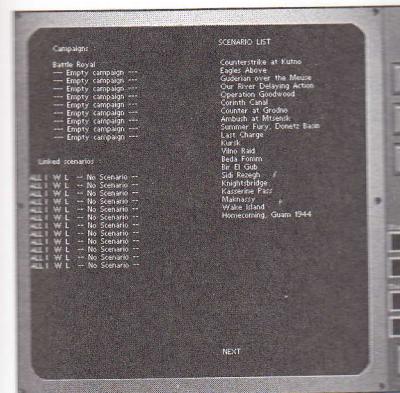
## Saving Scenarios

Caution! When saving scenarios you create, they are added to the list of available scenarios already supplied with the game. Currently, you may create and save 159 scenarios. There are 41 scenarios that come with the game for a total of 200 scenarios you can have access to at any one time. You can save over an existing scenario if you need space for more than 159 scenarios. If you do save over a scenario supplied with the game and you want to play it again, you need to reinstall the scenarios from the STEEL PANTHERS III: BRIGADE COMMAND CD to your hard drive. When you load a saved game you are asked to choose player control. This allows you to let another human take over the computer, for example, to play against you.

## Current new hotkeys

- ; .... set objective in deploy and game phases
- , .... set objective for army in deploy phase
- ; .... change map size to 10,20 or 30 wide in edit map phase
- o .... change number of weapons in a unit in the editor
- a .... combines 2 sections into one platoon in the deploy phase;  
left-click on the units to be combined after pressing the a key
- r .... set range for a unit in the deploy phase
- t .... build front lines in the editor (to allow Auto Deploy to function)

## CREATING CAMPAIGNS



## Linking Scenarios

There are five columns of items in this list on the left where it says — No Scenario — and the SCENARIO LIST list appears in the are those that came with STEEL PANTHERS II scenarios that have been copied into the SC first position is highlighted in white.

## Choose Scenarios

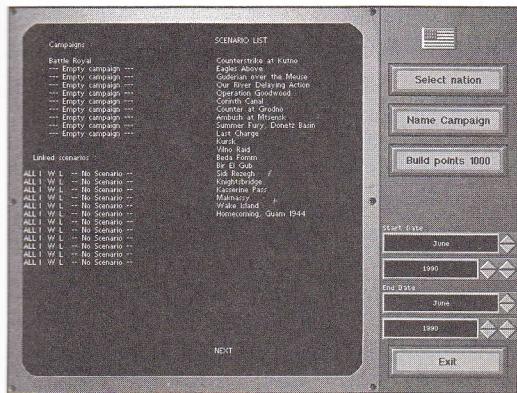
Now select a scenario by left-clicking on its scenario selected. Changing scenarios is also the Linked scenarios: list highlighted and t

## Victory Level

This is where you decide under what conditions cursor to the far left where the word ALL up dialog box prompts you to set the victory the campaign to proceed to the next scenario. 1 means that a minor victory must be achieved scenario must be won decisively in order for a decisive victory is DV — these appear in

A minor victory is achieved when a player wins a victory is achieved when a player out scores

## CREATING CAMPAIGNS



Making a custom campaign is a process of choosing several scenarios and linking them. Left-clicking on the EDIT CAMPAIGN button in the Selection screen opens the Campaign Editor screen. The large panel on the left contains ten slots for new campaigns. Left-click on one when it turns yellow, and the text changes to white indicating it is the active slot. A list also appears under Linked scenarios.

### Linking Scenarios

There are five columns of items in this list, which can be manipulated in any order, but start on the left where it says — No Scenario —. Left-click on the first instance of this on the list, and the SCENARIO LIST list appears in the center of the screen. The first forty-one scenarios are those that came with STEEL PANTHERS III: BRIGADE COMMAND, and following that are any scenarios that have been copied into the SCEN folder, or created with the Scenario Editor. The first position is highlighted in white.

### Choose Scenarios

Now select a scenario by left-clicking on it; — No Scenario — changes to read the name of the scenario selected. Changing scenarios is also simple, just click on a new scenario with a name in the Linked scenarios: list highlighted and the new scenario name appears in the old one's place.

### Victory Level

This is where you decide under what conditions the campaign is to end or continue. Move the cursor to the far left where the word ALL appears, and left-click when it turns yellow. A pop-up dialog box prompts you to set the victory level. Entering 0 means that any result permits the campaign to proceed to the next scenario and the legend continues to read ALL. Entering 1 means that a minor victory must be achieved to continue, and entering 2 means that this scenario must be won decisively in order to proceed. The legend for a minor victory is MV, a decisive victory is DV — these appear in the far left column.

A minor victory is achieved when a player out scores an opponent by a ratio of 2:1. A major victory is achieved when a player out scores an opponent by a ratio of 8:1.

## Campaign Text

The three columns between the Victory Level column and the Scenario Name column are where Campaign Text can be added or edited for the campaign introduction, win, and loss messages. Left-clicking when one of these items turns yellow presents a pop-up dialog box where text can be entered to appear at the beginning and end of each scenario in the campaign.

This is where you should prepare your players with information about the scenario they are about to play such as: strategy suggestions, notification of reinforcements, and any directives from the high command. This tool allows the campaign you create to be more than just a group of battles strung together at random!

### Select Nation

This button allows the selection of a nation to represent the player in the campaign. This determines the choices of equipment available to the player, since all Core formations are purchased at the start of the campaign. The nation chosen also affects the troop quality and other ratings associated with each individual nation. These settings can be changed by going into the Preferences screen from the Nation screen. Exiting the Nation screen returns to the Campaign Editor screen.

**Note:** The start date setting affects what equipment and formations are available, as well as which nations can be played.

## Name Campaign

Left-clicking on this button opens a pop-up dialog box where the campaign can be named. This name is how the campaign appears on the CAMPAIGN LIST on the Selection screen.

## Build Points

Left-clicking this button opens a pop-up dialog box. This is where the number of build points is entered to set the limit for purchasing Core units at the campaign's start.

**Start Date and End Date**

The up- and down-arrow buttons can be used to adjust the Start Date and End Date controls. These settings affect what equipment, formations, and nations can be selected, as well as factors such as troop training and quality.

**Exit**

Left-clicking on the **Exit** button saves the campaign and returns to the Selection screen.

## PLAYING BY EMAIL

Email games in STEEL PANTHERS III: BRIGADE generated using the Battle Generator. The procedure and requires some steps be taken in a specific

## Email Scenarios

The first step in playing a scenario by email is to open the SET PLAYER CONTROL screen, then look at the SECURITY MENU. There are four buttons: Exit Game, If passwords are deemed correct, click the Password button, enter a password, and then click the save button to save the game slot and note the position of the save button.

This process creates two files whose filename is a three-digit number equating to the .DAT and the .CMT files must be sent to the

Player 2 copies the two files into the SAVE  
PANTHERS III: BRIGADE COMMAND and loads  
first screen that appears after the START  
Player 2 enters a password and left-clicks  
a different one, but Player 2 needs to be  
.CMT files to Player 1), and the Exit Game

Player 1 now places the files into the SAVE GAME LIST. BRIGADE COMMAND prompts for the player to save it at the bottom of the START TURN/QUIT screen. The game displays the SAVE GAME LIST where the player can select the game to be loaded. The game then continues, after which STEEL PANTHERS III: BRIGADE COMMAND displays the game over screen.

## Playing a Generated Battle by Email

When starting a Battle Generator game following on the Continue button opens the **SECURITY MENU**. The same four buttons Exit Game. If passwords are deemed necessary, click the **Save** button, enter a password, and left-click the **Save** button to note the position of the save, followed by

The rest of the process is the same from send the save files to your opponent.

## PLAYING BY EMAIL

Email games in STEEL PANTHERS III: BRIGADE COMMAND can include scenarios as well as battles created using the Battle Generator. The procedure is slightly different for each type of email game, and requires some steps be taken in a specific order. Please read the following sections carefully.

### Email Scenarios

The first step in playing a scenario by email is to set both Player 1 and Player 2 to Human on the SET PLAYER CONTROL screen, then left-click on the Continue button. The next screen is the SECURITY MENU. There are four buttons on this screen, Continue, Password, Save Game, and Exit Game. If passwords are deemed necessary, then Player 1 should left-click on the Password button, enter a password, and left-click on the Save Game button, choose a save game slot and note the position of the save, followed by the Exit Game button.

This process creates two files whose filenames are "Savennn.DAT" and "Savennn.CMT" where nnn is a three-digit number equating to the position of the save in the Save Game list. Both the .DAT and the .CMT files must be sent to the other player in order to continue an Email game.

Player 2 copies the two files into the SAVE directory in the STEEL3 directory, then starts STEEL PANTHERS III: BRIGADE COMMAND and loads the saved game using the LOAD SAVE button. The first screen that appears after the START button is left-clicked is the SECURITY MENU. Now Player 2 enters a password and left-clicks on the Save Game button, the same file position (or a different one, but Player 2 needs to be aware which position to return the right .DAT and .CMT files to Player 1), and the Exit Game button.

Player 1 now places the files into the SAVE directory, and loads the saved game. STEEL PANTHERS III: BRIGADE COMMAND prompts for the password (do not forget it between games!) and displays it at the bottom of the START TURN/QUIT ORDERS screen. At the end of each turn, the game displays the SAVE GAME LIST where the game can be saved prior to sending it to your opponent, after which STEEL PANTHERS III: BRIGADE COMMAND returns to the Selection screen.

### Playing a Generated Battle by Email

When starting a Battle Generator game for email play, set both sides to Human Control. Left-clicking on the Continue button opens the Purchase screen where units are selected, followed by the SECURITY MENU. The same four buttons are on this screen, Continue, Password, Save Game, and Exit Game. If passwords are deemed necessary, then Player 1 should left-click on the Password button, enter a password, and left-click on the Save Game button, choose a save game slot and note the position of the save, followed by the Exit Game button.

The rest of the process is the same from turn to turn, enter the password, play, save, quit, and send the save files to your opponent.

## TACTICAL NOTES

It is indisputable that technology has deeply affected the course of warfare in the Twentieth Century. Debate centers on what advances had the greatest effect. The truisms about offense and defense cyclically chasing one another hold true in modern combat. This is true even with fusion weapons - the defenses (so far!) are Information Age products, pens and their modern counterparts that hold back the nuclear sword (so far, except twice).

Interest in the advances in this period among game players focuses more on the developments in combat vehicles on land, air, and sea. The addition of fairly reliable immediate command/control/communications/intelligence - C<sup>3</sup>I - tools has provided a further multiplier to the increase in killing power.

Which dominates the increase in military efficiency? C<sup>3</sup>I control increases the ability of military forces to maneuver and direct fire efficiently. France in 1940 and Iraq in 1991 both demonstrated the doctrinal advantage that a C<sup>3</sup>I advantage generates. In both cases the issue turned on the ability of one side, possessing an edge in C<sup>3</sup>I to multiply that edge by choosing the time and manner of engagement, further dislocating and eventually destroying the command capacity of the other.

Yet not all evident edges in capacity lead to victory. Vietnam and Afghanistan argue pointedly that this is so. What makes these combats different from the Falklands and the Gulf War? Political issues aside, Vietnam and Afghanistan provide examples of tactical success by the "weaker" side as well. More recently, Chechnya and Bosnia show the possibilities of determined resistance in the face of presumed and actual superior arms.

Part of what STEEL PANTHERS 3: BRIGADE COMMAND tries to do is shift the focus to the level of combat where command control issues and equipment quality are at the greatest mutual level of importance. Better tanks help (a lot!) in this game - but the fight can be won by attending to C<sup>3</sup>I issues as well. This also drives the high level of control over configuration control given to the player. If you want to put every MLRS unit in the U.S. arsenal on your side and try to stop an advance of many, many T-80UM's you can do it (it is a workable strategy). On the other hand, it is also possible to stage an assault by a huge force of your choice of "insurgents" / "guerrillas" on a juncture between two interlocked firebases. In either case, issues of command and control will be critical to success/failure.

### Reconnaissance

Reconnaissance vehicles in STEEL PANTHERS III: BRIGADE COMMAND, which includes helicopters, have been given the special ability to spot as infantry. Use this to provide some help with the much tougher infantry capabilities in this game. As always, try to move judiciously and probably hex by hex. Helicopters and reconnaissance units do not use orders for movement. They are affected normally by their stance setting, when the Control option is "On."

Some infantry and vehicular units have a 25% spotting bonus. Vehicles with

### Infantry

Infantry is much tougher in the new primary 'trick' to infantry use is to ~~w~~ly — the asterisk and pound sign ~~a~~atively, whether you are seen by an ~~en~~ or the current turn. Assaults on ~~vehi~~ stationary and has a weapon with ~~s~~ driving a lightly armored vehicle ~~qu~~ see what you get! The use of transpo ~~er~~ infantry to one point, hide them. Position these teams accordingly. ~~Al~~ on the turrets will often defeat HEA

### Cover

An old infantry rule says "Cover con ~~vi~~ide some concealment but little ~~co~~ hexes are the best defensive position for higher altitude and Rough hexes ~~er~~'s patient long-range fire while ~~st~~tics. The winner was playing 1996 ~~be~~ bers of tanks. The Syrian player ad ~~hull~~ down to the opponent. Losses ~~in~~ Syrian side!

### Infantry vs. Infantry

Combined arms tactics are import ~~an~~ team at SSI for clearing infantry ~~is~~ nation. Once enemy infantry are ~~lo~~ machine-guns are located, either ~~in~~ ners should engage enemy infantry ~~in~~ range. Once the machine-gunner ~~is~~ your own infantry platoons. Once ~~th~~ defend for a few turns, and they ~~re~~ from being used on you...

Some infantry and vehicular units have the Recon special ability. For infantry this grants them a 25% spotting bonus. Vehicles with this ability do not have their spotting halved.

## Infantry

Infantry is much tougher in the new scale used by STEEL PANTHERS III: BRIGADE COMMAND. The primary 'trick' to infantry use is to watch the information bar at the base of the screen closely — the asterisk and pound sign after the status listing (Ready, Pinned, etc.) show respectively, whether you are seen by an enemy, and whether you have been fired during the last turn or the current turn. Assaults on vehicles are much more effective when the unit is unspotted, stationary and has a weapon with some chance to penetrate the armor of the opponent. Try driving a lightly armored vehicle quickly down a road lined with trees in most scenarios and see what you get! The use of transport is also key. In test play, it has been found useful to deliver infantry to one point, hide them there, and show the APC's or trucks at another point. Position these teams accordingly. Also note that especially with Soviet tanks, reactive armor on the turrets will often defeat HEAT rounds. Get those rear shots!

## Cover

An old infantry rule says "Cover conceals, but concealment is not cover." Woods and grass provide some concealment but little cover. Village hexes provide both, and Urban and Rough hexes are the best defensive positions for infantry. Armored units receive hull-down benefits for higher altitude and Rough hexes. Watching one E-mail battle - decided largely on one player's patient long-range fire while sticking to rough hexes - shows the power of hull-down tactics. The winner was playing 1996 Syrians against 1996 U.S. Army with roughly equal numbers of tanks. The Syrian player accepted fire exchanges only at 5-10 hexes, and only when hull-down to the opponent. Losses were about numerically equal - a big points edge to the Syrian side!

## Infantry vs. Infantry

Combined arms tactics are important here as well. The favored tool among the development team at SSI for clearing infantry is machine-guns, mortars and infantry platoons in combination. Once enemy infantry are located, begin shelling them with the mortars. Once enemy machine-guns are located, either lay smoke to screen, or shell them. Your own machine gunners should engage enemy infantry at about a range of 4 hexes - outside their small arms range. Once the machine-gunners have suppressed the enemy you can begin to attack with your own infantry platoons. Once you have infantry in a place you like, change their stance to defend for a few turns, and they improve their position. This will help keep the same trick from being used on you...

## Tanks and Anti-Tank units

The key to success in tank stopping is to make the enemy shoot at your frontal armor while shooting at their sides or rear. This is particularly important with anti-tank guns and missile teams. The sequence works like this: engage from the longest range at which you can hit - **not necessarily kill** - with an armored unit. This will "fix" the opponent and hopefully draw return fire. Then take shots at the flank or rear from range - i.e. not adjacent. This can have two important effects: 1) these shots are more likely to kill, 2) the opponent may switch fire to the new adversary. When firing, each of the first three shots becomes more accurate. By reducing the number of sequential shots, the average accuracy of the opponent is reduced. Once an opponent has used up their shots, you can move adjacent to them and get the best shots - again, this is preferably done targeting the rear or side of an opponent.

Hull-down positioning is also an excellent tactic, as is shooting from a higher elevation. The latter not only gives the hull-down advantage, but allows the occasional top hit - and the armor is thinnest there.

## Helicopters

The helicopter, in both "flying APC" and gunship roles, can provide a devastating edge in battle. Good scouts with unmatched mobility, their only fault (that is represented in the game directly) is fragility. It is not easy to hit a chopper, but once hit they evade wildly or go down. Helicopters are no match for infantry in spotting ability, but can cover much more ground and carry heavier, more lethal weapon systems.

## Artillery

The most immediately apparent change besides scale in STEEL PANTHERS III: BRIGADE COMMAND is the increased effect of artillery. One downside is that mortars and smaller pieces no longer necessarily span the map! The other is that most artillery assets now are on map and vulnerable to well placed counter battery fire and attack by penetrating troops and helicopters. One of the uses of air attacks by Strike Elements is to counter enemy artillery. That said, once you hit something with artillery, you get kills. Urban hexes and entrenched positions can slow the fatal attrition of indirect fire, but most opponents choose to move rather than endure repeated poundings.

## Last Words

Terrain is your friend. Overwatch. Shoot stationary when possible. Suppress infantry quickly. Good luck.

## APPENDIX A — NATIONALITY

### MODERN

NATION	1946-59	1960-70
U.S. Army	10	0
U.S. Marines	0	10
United Kingdom	-10	0
France	-10	0
West Germany	0	0
Belgium	0	10
Netherlands	0	10
Norway	0	0
Canada	0	10
Denmark	0	0
Italy	0	10
Spain	0	0
Greece	-10	0
Turkey	0	0
Pakistan	-10	0
Libya	0	10
Israel	0	0
Jordan	0	0
Gulf States	0	0
Egypt	0	0
Syria	0	0
Iraq	0	0
Iran	0	0
Mujehadeen	0	0
PLO	0	0
India	0	0
China	-20	0
North Korea	-10	0
South Korea	-10	0
North Vietnam	-10	0
South Vietnam	0	0
Taiwan	-10	0
Japan	0	0
Russia	0	0
East Germany	-10	0
Poland	0	0
Czechoslovakia	0	0
Hungary	0	0
Romania	0	0
Yugoslavia	0	0
Afghanistan	0	0
Green	0	0
Red	0	0

## APPENDIX A — NATIONALITY COMMAND RATINGS

### MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	10	0	10	20	20
U.S. Marines	0	10	10	10	10
United Kingdom	10	0	10	20	20
France	-10	0	0	0	0
West Germany	0	0	10	10	10
Belgium	0	10	10	10	20
Netherlands	0	10	10	10	10
Norway	0	0	10	10	10
Canada	0	10	10	10	10
Denmark	0	0	10	10	10
Italy	0	10	10	10	10
Spain	0	0	10	10	10
Greece	-10	0	0	10	10
Turkey	0	0	0	10	10
Pakistan	-10	0	0	10	10
Libya	0	10	0	0	0
Israel	0	10	10	20	10
Jordan	0	0	0	10	10
Gulf States	0	0	10	10	10
Egypt	0	10	10	10	0
Syria	0	0	10	10	20
Iraq	0	0	0	0	0
Iran	0	0	10	0	0
Mujehadeen	0	0	0	10	10
PLO	0	0	-10	0	0
India	0	10	10	10	10
China	-20	-10	-10	0	0
North Korea	-10	-10	-10	0	0
South Korea	-10	0	0	10	10
North Vietnam	-10	-10	-10	-10	0
South Vietnam	0	10	10	10	10
Taiwan	-10	0	0	10	10
Japan	0	0	0	10	10
Russia	0	0	0	10	10
East Germany	-10	-10	-10	0	0
Poland	0	0	0	10	0
Czechoslovakia	0	0	10	10	0
Hungary	0	0	0	10	0
Romania	0	0	0	10	0
Yugoslavia	0	10	0	0	0
Afghanistan	0	0	0	10	10
Green	0	0	10	10	10
Red	0	0	0	0	0

at your frontal armor while  
with anti-tank guns and missile  
range at which you can hit - not  
ent and hopefully draw return  
t adjacent. This can have two  
ponent may switch fire to the  
es more accurate. By reducing  
ponent is reduced. Once an  
hem and get the best shots -  
ponent.

from a higher elevation. The  
occasional top hit - and the

de a devastating edge in bat-  
t is represented in the game  
ey evade wildly or go down.  
over much more ground and

OTHERS III: BRIGADE COMMAND  
and smaller pieces no longer  
now are on map and vuln-  
troops and helicopters. One  
artillery. That said, once you  
ched positions can slow the  
rather than endure repeat-

Suppress infantry quickly.

**World War II**

NATION	1939	1940	1941	1942	1943	1944	1945
German	0	10	10	0	0	0	0
Finnish	0	0	0	0	0	0	-10
Italian	0	10	10	20	10	10	10
Rumanian	0	0	10	10	10	0	0
Hungarian	0	0	10	10	10	0	0
Japanese	-20	-10	-10	-10	-20	-20	-20
French	0	10	0	0	0	0	0
British	0	10	10	10	10	10	10
Belgium	0	0	0	10	10	10	10
Dutch	0	0	0	10	10	10	10
Polish	0	0	0	10	10	10	10
Soviet	0	0	0	0	0	0	0
U.S. Army	0	0	10	10	10	20	10
U.S. Marine	0	0	0	10	10	10	10
Chinese	0	0	0	10	10	10	20
Greek	-10	0	0	0	0	10	10
Norwegian	0	0	0	0	10	10	10
Yugoslavian	0	0	0	0	10	10	20
Canada	0	0	10	10	10	10	10
India	0	0	10	10	10	20	20
ANZAC	0	0	10	10	10	20	20
Free French	0	0	0	0	10	10	20

**MODERN, cont.**

NATION	1946-59
Syria	20
Iraq	20
Iran	20
Mujehadeen	15
PLO	20
India	20
China	15
North Korea	15
South Korea	25
North Vietnam	20
South Vietnam	20
Taiwan	35
Japan	20
Russia	35
East Germany	30
Poland	25
Czechoslovakia	25
Hungary	20
Romania	20
Yugoslavia	10
Afghanistan	15
Green	10
Red	10

**APPENDIX B — HIDDEN ARTILLERY SPOTTING RATINGS****MODERN**

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	45	55	60	65	75
U.S. Marines	45	55	60	65	75
United Kingdom	35	45	55	60	75
France	35	45	50	55	65
West Germany	40	45	50	65	75
Belgium	25	35	45	50	50
Netherlands	25	25	35	40	45
Norway	25	30	40	45	55
Canada	35	40	45	55	65
Denmark	20	20	30	45	45
Italy	30	30	35	45	45
Spain	25	35	40	55	55
Greece	15	25	30	30	40
Turkey	25	25	30	40	40
Pakistan	20	25	30	40	45
Libya	10	20	25	35	35
Israel	30	40	45	55	70
Jordan	15	20	30	35	40
Gulf States	15	20	25	30	35
Egypt	20	25	30	35	45

**World War II**

NATION	1939	1940
German	0	5
Finnish	0	2
Italian	0	0
Rumanian	0	0
Hungarian	0	0
Japanese	0	0
French	0	0
British	0	5
Belgium	0	0
Dutch	0	0
Polish	0	0
Soviet	0	0
U.S. Army	0	0
U.S. Marine	0	0
Chinese	0	0
Greek	0	0
Norwegian	0	0
Yugoslavian	0	0
Canada	0	5
India	0	5
ANZAC	0	5
Free French	0	0

### MODERN, cont.

1943	1944	1945	NATION	1946-59	1960-69	1970-79	1980-89	1990-99
0	0	0	Syria	20	20	25	30	35
0	0	-10	Iraq	20	20	25	30	35
10	10	10	Iran	20	30	25	25	30
10	0	0	Mujehadeen	15	15	25	25	25
10	0	0	PLO	20	20	25	30	35
20	20	-20	India	20	25	35	40	40
0	0	0	China	15	20	25	35	40
0	10	10	North Korea	15	15	25	35	35
0	10	10	South Korea	25	30	45	55	60
0	10	10	North Vietnam	20	30	35	45	50
0	10	10	South Vietnam	20	25	35	40	40
0	0	0	Taiwan	35	35	40	50	50
20	10	10	Japan	20	25	35	55	65
0	10	10	Russia	35	40	45	50	60
0	10	20	East Germany	30	35	40	45	55
0	10	10	Poland	25	35	45	50	55
0	10	20	Czechoslovakia	25	30	35	40	50
0	10	10	Hungary	20	25	35	45	50
0	20	10	Romania	20	25	25	35	40
0	10	20	Yugoslavia	10	20	25	35	40
20	20	20	Afghanistan	15	15	25	30	35
10	20	20	Green	10	20	25	35	45
0	0	0	Red	10	20	20	30	35

## RATINGS

## World War II

1980-89	1990-99	NATION	1939	1940	1941	1942	1943	1944	1945
65	75	German	0	5	5	15	20	20	15
65	75	Finnish	0	2	5	5	10	10	10
60	75	Italian	0	0	5	5	5	5	10
55	65	Rumanian	0	0	0	5	5	5	5
65	75	Hungarian	0	0	0	0	10	10	10
50	50	Japanese	0	0	5	10	10	5	5
40	45	French	0	0	5	5	10	10	10
45	55	British	0	5	5	10	10	20	25
55	65	Belgium	0	0	0	0	5	10	10
45	45	Dutch	0	0	0	0	0	5	10
45	45	Polish	0	0	0	-10	0	+10	+10
45	45	Soviet	0	0	5	5	15	15	15
45	45	U.S. Army	0	0	5	5	10	20	25
55	55	U.S. Marine	0	0	5	5	10	20	25
30	40	Chinese	0	0	0	0	0	5	5
40	40	Greek	0	0	0	0	0	5	5
40	45	Norwegian	0	0	0	0	5	5	10
35	35	Yugoslavian	0	0	0	5	5	5	5
55	70	Canada	0	5	5	10	15	20	25
35	40	India	0	5	5	10	10	15	15
30	35	ANZAC	0	5	5	10	15	20	20
35	45	Free French	0	0	5	10	10	15	20

## APPENDIX C — EXPERIENCE RATINGS

### MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	50	60	55	60	65
U.S. Marines	60	65	60	65	70
United Kingdom	60	60	65	65	65
France	55	55	55	60	60
West Germany	55	60	65	65	60
Belgium	50	50	55	60	55
Netherlands	50	55	60	60	60
Norway	50	55	60	60	60
Canada	60	60	60	60	60
Denmark	50	55	60	60	60
Italy	45	50	50	55	50
Spain	45	45	45	50	50
Greece	50	50	50	50	50
Turkey	50	50	50	50	50
Pakistan	40	45	50	50	50
Libya	30	35	40	40	40
Israel	60	65	70	70	65
Jordan	40	45	50	55	55
Gulf States	35	40	45	50	55
Egypt	35	40	45	50	55
Syria	35	40	45	50	55
Iraq	25	35	40	45	40
Iran	30	40	50	45	50
Mujehadeen	35	35	35	50	55
PLO	25	30	35	40	35
India	45	50	55	55	55
China	55	50	45	50	55
North Korea	50	55	55	55	55
South Korea	35	40	45	50	55
North Vietnam	60	65	70	65	60
South Vietnam	30	35	40	40	40
Taiwan	50	55	55	60	60
Japan	50	50	50	55	60
Russia	50	55	60	55	50
East Germany	50	55	60	55	50
Poland	40	45	50	50	45
Czechoslovakia	40	45	50	55	55
Hungary	40	45	50	55	55
Romania	40	45	50	45	40
Yugoslavia	40	40	45	45	40
Afghanistan	35	35	35	45	40
Green	40	40	40	40	40
Red	40	40	40	40	40

## World War II

NATION	1939	1940
German	65	70
Finnish	70	70
Italian	35	35
Rumanian	35	35
Hungarian	35	35
Japanese	70	70
French	45	45
British	50	50
Belgium	45	45
Dutch	45	45
Polish	45	45
Soviet	35	40
U.S. Army	40	40
U.S. Marine	50	50
Chinese	30	30
Greek	45	45
Norwegian	45	45
Yugoslavian	40	40
Canada	50	50
India	40	45
ANZAC	50	50
Free French	45	45

## APPENDIX D — MORALE

### MODERN

NATION	1946-59
U.S. Army	50
U.S. Marines	65
United Kingdom	60
France	45
West Germany	55
Belgium	50
Netherlands	55
Norway	55
Canada	65
Denmark	55
Italy	50
Spain	50
Greece	60
Turkey	55
Pakistan	35
Libya	30
Israel	70
Jordan	50
Gulf States	35
Egypt	35

## World War II

		NATION	1939	1940	1941	1942	1943	1944	1945
1980-89	1990-99								
60	65	German	65	70	75	70	65	60	55
65	70	Finnish	70	70	70	65	65	60	60
65	65	Italian	35	35	40	40	35	30	30
60	60	Rumanian	35	35	35	35	30	25	25
65	60	Hungarian	35	35	35	35	30	30	30
60	60	Japanese	70	70	70	70	65	60	55
65	60	French	45	45	45	45	40	40	40
60	55	British	50	50	50	55	60	60	60
60	60	Belgium	45	45	45	50	50	50	55
60	60	Dutch	45	45	45	50	50	50	55
60	60	Polish	45	45	50	55	60	65	65
60	60	Soviet	35	40	45	50	55	60	60
55	50	U.S. Army	40	40	40	45	50	55	60
50	50	U.S. Marine	50	50	50	55	60	65	70
50	50	Chinese	30	30	30	35	40	40	40
50	50	Greek	45	45	45	50	55	60	60
50	50	Norwegian	45	45	40	45	45	45	45
40	40	Yugoslavian	40	40	40	45	50	55	50
70	65	Canada	50	50	50	55	60	65	65
55	55	India	40	45	50	55	55	60	60
50	55	ANZAC	50	50	50	55	60	65	65
50	55	Free French	45	45	50	55	50	55	60

## **APPENDIX D — MORALE RATINGS**

## MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	50	55	50	60	65
U.S. Marines	65	65	60	65	70
United Kingdom	60	60	60	65	65
France	45	50	55	55	55
West Germany	55	60	60	55	50
Belgium	50	55	60	55	55
Netherlands	55	60	65	65	65
Norway	55	60	60	60	60
Canada	65	65	65	65	65
Denmark	55	60	60	60	60
Italy	50	50	50	50	50
Spain	50	50	50	55	55
Greece	60	60	60	60	60
Turkey	55	55	55	55	50
Pakistan	35	40	40	45	45
Libya	30	35	40	45	45
Israel	70	70	70	65	60
Jordan	50	55	50	55	50
Gulf States	35	40	45	50	55
Egypt	35	40	45	50	50

## MODERN, cont.

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
Syria	30	35	40	45	45
Iraq	25	30	35	40	35
Iran	30	40	45	55	50
Mujehadeen	60	60	65	70	65
PLO	30	30	35	35	40
India	40	45	50	50	55
China	55	45	50	50	55
North Korea	60	60	60	60	55
South Korea	40	45	45	50	55
North Vietnam	65	65	65	60	60
South Vietnam	25	30	35	30	30
Taiwan	55	60	55	60	60
Japan	45	50	55	60	60
Russia	50	55	55	50	45
East Germany	45	50	50	45	35
Poland	35	40	45	40	50
Czechoslovakia	35	30	35	40	45
Hungary	30	35	40	45	50
Romania	45	50	50	45	40
Yugoslavia	40	40	45	45	40
Afghanistan	30	35	40	45	40
Green	40	40	40	40	40
Red	40	40	40	40	40

## World War II

NATION	1939	1940	1941	1942	1943	1944	1945
German	70	70	70	70	70	65	50
Finnish	70	70	70	65	65	60	55
Italian	40	35	35	35	30	25	25
Rumanian	35	35	35	40	35	30	25
Hungarian	35	35	40	45	40	35	30
Japanese	70	70	70	70	70	70	70
French	40	40	35	35	30	30	30
British	60	60	60	60	60	60	55
Belgium	45	45	45	50	55	60	55
Dutch	45	45	45	50	55	60	55
Polish	60	55	50	55	60	65	60
Soviet	35	40	45	50	55	60	65
U.S. Army	40	40	45	50	55	60	60
U.S. Marine	55	55	60	65	70	70	70
Chinese	35	35	35	40	40	40	40
Greek	60	60	60	55	60	65	65
Norwegian	45	45	40	45	50	55	55
Yugoslavian	40	40	40	45	50	55	60
Canada	65	65	65	65	65	65	65
India	45	45	45	50	50	55	55
ANZAC	65	65	65	65	65	65	65
Free French	40	40	55	60	55	60	55

## APPENDIX E — LEADERSHIP R

## MODERN

NATION	1946-59	1960-69
U.S. Army	55	65
U.S. Marines	65	70
United Kingdom	65	65
France	60	60
West Germany	60	65
Belgium	50	55
Netherlands	50	55
Norway	50	55
Canada	60	60
Denmark	50	55
Italy	50	55
Spain	50	55
Greece	55	55
Turkey	55	55
Pakistan	45	50
Libya	25	30
Israel	65	70
Jordan	45	50
Gulf States	40	45
Egypt	30	35
Syria	25	30
Iraq	20	30
Iran	35	45
Mujehadeen	60	60
PLO	25	30
India	50	55
China	60	60
North Korea	55	60
South Korea	40	45
North Vietnam	60	65
South Vietnam	25	30
Taiwan	45	50
Japan	50	50
Russia	55	60
East Germany	55	60
Poland	45	50
Czechoslovakia	45	50
Hungary	45	50
Romania	45	50
Yugoslavia	40	45
Afghanistan	35	40
Green	45	45
Red	45	45

## APPENDIX E — LEADERSHIP RATINGS

1980-89	1990-99
45	45
40	35
55	50
70	65
35	40
50	55
50	55
60	55
50	55
60	60
30	30
60	60
60	60
50	45
45	35
40	50
40	45
45	50
45	40
45	40
45	40
40	40
40	40
1943	1944
70	65
65	60
30	25
35	30
40	35
70	70
30	30
60	60
55	60
55	60
60	65
55	60
70	70
40	40
60	65
50	55
50	55
65	65
50	55
55	60
55	60
65	65
55	60
50	55
50	60
65	65
50	55
65	65
55	60

### MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	55	65	55	60	65
U.S. Marines	65	70	60	65	70
United Kingdom	65	65	65	70	70
France	60	60	60	65	65
West Germany	60	65	70	70	65
Belgium	50	55	60	60	60
Netherlands	50	55	60	60	60
Norway	50	55	60	60	60
Canada	60	60	60	60	60
Denmark	50	55	60	60	60
Italy	50	55	55	60	55
Spain	50	55	55	60	55
Greece	55	55	55	55	55
Turkey	55	55	55	55	55
Pakistan	45	50	55	55	55
Libya	25	30	35	35	35
Israel	65	70	70	70	65
Jordan	45	50	55	60	60
Gulf States	40	45	50	55	60
Egypt	30	35	45	55	60
Syria	25	30	35	40	45
Iraq	20	30	35	40	35
Iran	35	45	55	40	45
Mujehadeen	60	60	60	65	60
PLO	25	30	35	40	35
India	50	55	60	60	60
China	60	50	50	55	60
North Korea	55	60	60	60	60
South Korea	40	45	50	55	60
North Vietnam	60	65	70	65	60
South Vietnam	25	30	35	35	35
Taiwan	45	50	55	60	60
Japan	50	50	50	55	60
Russia	55	60	65	60	55
East Germany	55	60	65	60	55
Poland	45	50	55	55	50
Czechoslovakia	45	50	55	60	60
Hungary	45	50	55	60	60
Romania	45	50	55	50	40
Yugoslavia	40	40	45	45	40
Afghanistan	35	40	45	50	40
Green	45	45	45	45	45
Red	45	45	45	45	45

## World War II

NATION	1939	1940	1941	1942	1943	1944	1945
German	70	75	75	75	70	65	60
Finnish	70	70	70	65	65	60	60
Italian	30	30	35	35	30	25	25
Rumanian	30	30	30	30	25	20	20
Hungarian	35	35	35	35	30	25	25
Japanese	70	70	70	70	70	70	70
French	40	40	40	40	35	35	35
British	50	50	55	55	60	60	60
Belgium	45	45	45	50	50	50	55
Dutch	45	45	45	50	50	50	55
Polish	45	45	50	55	60	65	65
Soviet	30	35	40	45	50	55	60
U.S. Army	40	40	45	50	55	50	55
U.S. Marine	55	55	55	60	65	70	70
Chinese	25	25	25	30	35	40	40
Greek	45	45	45	50	55	60	60
Norwegian	45	45	40	45	50	55	55
Yugoslavian	40	40	40	45	50	55	50
Canada	55	55	55	60	60	65	65
India	45	50	55	55	60	60	60
ANZAC	55	55	55	60	65	65	65
Free French	40	40	55	60	55	60	60

## ABBREVIATIONS

AA — Anti-aircraft weapons; ranges from machine guns to artillery

AAMG — Anti-aircraft machine gun

ADATS — Air-Defense Anti-Tank System

AFV — Armored fighting vehicle

AGL — Auto Grenade Launcher

APFSDS — Armor-piercing fin-stabilized discarding-sabot

APC — Armored personnel carrier

ATGM — Anti-Tank-Guided-Missiles

AT-Gun — Anti-tank gun

ATR — Anti-tank rifle

BAR — Browning automatic rifle

BN — Battalion

CH — Combat Helicopter

CS Tank — Close support tank; tanks which fire low-velocity rounds, good for killing infantry, but not very effective against other tanks

DPICM — Dual purpose improved cluster munitions

DUKW — Amphibious Truck

FASCAM — Family of Scatterable Mines

Flak — Anti-aircraft weapons; explosive

FJ Infantry — Fallschirmjaeger; German

HHC — support units, HQ's and HQ comp

HMG — Heavy machine gun

HT — Half-track; a vehicle with wheels in

IFV — Infantry fighting vehicle

JPz — Jagdpanzer

LAV — Light Armored Vehicle

LCA — Landing craft assault

LCS — Landing craft support

LCV — Landing craft vehicle; the large la

LMG — Light machine gun

LVT — Landing vehicle: tank

LVTP — Landing Vehicle Tracked Person

MLRS — Multiple Launch Rocket System

MMG — Medium size machine gun

Plt. — Platoon

Pz — Panzer

Recce — Reconnaissance unit

ROK — Republic of Korea

RPG — Rocket Propelled Grenade

RR — Recoilless Rifle

SAM — Surface to Air Missile

Sec. — Section

SMG — Sub-machine gun

SP — Self-propelled

SPA — Self-propelled Artillery

SPAA — Self-propelled anti-aircraft

SPG or SP-Gun — Self-propelled gun; no

piece that has been mounted on a motoriz

Sqd. — Squad

TD — Tank destroyer

TMG — Turret mounted machine gun

TOW — Tube Launched Command Link

VG — Volksgrenadier; German auxiliary

1943	1944	1945
70	65	60
65	60	60
30	25	25
25	20	20
30	25	25
70	70	70
35	35	35
60	60	60
50	50	55
50	50	55
60	65	65
50	55	60
55	50	55
65	70	70
35	40	40
55	60	60
50	55	55
50	55	50
60	65	65
60	60	60
65	65	65
55	60	60

artillery

velocity rounds, good for killing

**DUKW** — Amphibious Truck  
**FASCAM** — Family of Scatterable Mines  
**Flak** — Anti-aircraft weapons; explosive rounds from medium to large bore guns  
**FJ Infantry** — Fallschirmjaeger; German elite paratroops  
**HHC** — support units, HQ's and HQ companies  
**HMG** — Heavy machine gun  
**HT** — Half-track; a vehicle with wheels in the front but treads in the rear  
**IFV** — Infantry fighting vehicle  
**JPz** — Jagdpanzer  
**LAV** — Light Armored Vehicle  
**LCA** — Landing craft assault  
**LCS** — Landing craft support  
**LCV** — Landing craft vehicle; the large landing craft which can carry tanks  
**LMG** — Light machine gun  
**IVT** — Landing vehicle: tank  
**LVTP** — Landing Vehicle Tracked Personnel  
**MLRS** — Multiple Launch Rocket System  
**MMG** — Medium size machine gun  
**Plt.** — Platoon  
**Pz** — Panzer  
**Recce** — Reconnaissance unit  
**ROK** — Republic of Korea  
**RPG** — Rocket Propelled Grenade  
**RR** — Recoilless Rifle  
**SAM** — Surface to Air Missile  
**Sec.** — Section  
**SMG** — Sub-machine gun  
**SP** — Self-propelled  
**SPA** — Self-propelled Artillery  
**SPAA** — Self-propelled anti-aircraft  
**SPG or SP-Gun** — Self-propelled gun; normally is used in reference to some sort of artillery piece that has been mounted on a motorized tank type chassis  
**Sqd.** — Squad  
**TD** — Tank destroyer  
**TMG** — Turret mounted machine gun  
**TOW** — Tube Launched Command Linked Wire Guided Anti-Tank Missile  
**VG** — Volksgrenadier; German auxiliary infantry

## GLOSSARY

**AP** — “Armor Piercing” rounds are most effective vs. armored and other targets such as bunkers.

**Battle Points** — Equipment is purchased with Battle Points. Battle Points can also be acquired in campaign play and used to repair or upgrade Core units and formations after each scenario.

**Buttoned** — When a tank is under fire and its crew closes its hatches and seeks refuge inside. This also limits the tank’s visibility.

**Dragon** — Infantry Anti Tank Weapon

**Gunship** — a helicopter heavily armed with automatic weapons

**HE** — “High Explosive” rounds are most effective vs. “soft” targets such as infantry.

**HEAT** — High Explosive Anti-Tank rounds which use concentrated heat when striking a target to burn or melt through its armor.

**Hit Chance** — This is the chance that the firing unit will actually hit the target. It is influenced by the following: range to target, type of terrain target is in, if target is moving, firing unit’s movement status (positioned, moving, moving fast, pinned), firing unit’s experience and level of suppression, firing unit’s leader rating for either infantry or armor, and the weapon being fired. In addition your Hit Chance percentage goes up with successive shots at the exact same target.

**HVAP** — High Velocity (or Hyper Velocity) Armor Piercing. This is used as a generic term to describe all the various types of kinetic and kinetic/explosive armor killing rounds, including modern sabot, fin stabilized and similar ammunitions.

**Laminated armor** — Armor, such as “Chobham” armor, made up of layers of metal, ceramic, and ballistic nylon, which substantially reduce the impact of both standard AP and HEAT munitions.

**Line of Sight (LOS)** — This is a unit’s field of vision or what it can see. Units are able to target enemy units only once they can see them, or they are in “Line of Sight.”

**Main Gun Information** — The first number is the size of the shell normally in millimeters. Later numbers are model designations which do not coincide with the WWII ‘L ###’ system of rating barrel length.

**Penetration** — When shooting at armored vehicles the shell must first “Hit” the target and then the shell type/size is compared to the armor values of the hull and/or turret of the target to determine if the shell penetrates the armor of the hull or turret to destroy the target.

**Reactive Armor** — Small explosive charges attached to armored vehicles that reduce the effectiveness of HEAT impact by disrupting the incoming round’s ability to form the destructive plasma-jet, and redirecting the force from the main armor.

**Spotting** — The ability to spot enemy enemy units much better than vehicles. If hexes away. For vehicles it is one to two hexes away. For units it is a chance your unit’s experience, whether it is moving, weapon go up dramatically, with each shot. The enemy is very easy. Units are spotted if one of your stationary units. The ability. Also, tanks with infantry riding on them. You don’t want to take a tank by itself buildings as the tank won’t see the lurking

**Strike Element** — Aircraft assigned to

**Suppression** — Suppression points measure pinned conditions and are based on the unit is near a hex which is being bombed

**Way-Points** — When plotting movement to set each destination hex. The computer AI overrides them. All units under AI co

## HOTKEYS

### Deploy Screen Keyboard Equivalent

- 1 = Reinforce toggle
- 2 = Auxiliary toggle
- 3 = Entrench toggle
- b = Bombard with artillery
- d = Edit selected unit (Editor only)
- e = Entrench (Editor only)
- f = Find selected unit
- g = Go to next formation
- h = Go to Headquarters Menu
- k = Set all units objectives to current hex
- l = Load onto or with a unit
- m = Toggle stance of selected unit
- n = Next unit
- o = Number of weapons (In Editor only)

**Spotting** — The ability to spot enemy units involves several factors. First, infantry spot enemy units much better than vehicles. Infantry in general spot stationary targets two to four hexes away. For vehicles it is one to two hexes. If a stationary enemy such as an anti-tank gun shoots at your unit there is a chance you can see where the shot came from based on your unit's experience, whether it is moving, and so on. The chances to see that same unspotted weapon go up dramatically, with each successive time it fires at your unit. Spotting a moving enemy is very easy. Units are spotted if the visibility is good and the enemy moves in LOS of one of your stationary units. The ability to spot the enemy is reduced if the unit is moving. Also, tanks with infantry riding on them have a much better chance of spotting enemy units. You don't want to take a tank by itself and move quickly down a road adjacent to trees or buildings as the tank won't see the lurking enemy infantry before it gets ambushed.

**Strike Element** — Aircraft assigned to provide tactical support.

**Suppression** — Suppression points measure the unit's chance to recover from rout, retreat, or pinned conditions and are based on the unit's morale. When men are killed, leaders lost, or a unit is near a hex which is being bombarded by artillery, the unit suffers the most suppression.

**Way-Points** — When plotting movement for a unit under computer control, use way-points to set each destination hex. The computer follows the way-points in the order given until the AI overrides them. All units under AI control follow all AI rules.

## HOTKEYS

### Deploy Screen Keyboard Equivalents:

1 = Reinforce toggle  
 2 = Auxiliary toggle  
 3 = Entrench toggle  
 b = Bombard with artillery  
 d = Edit selected unit (Editor only)  
 e = Entrench (Editor only)  
 f = Find selected unit  
 g = Go to next formation  
 h = Go to Headquarters Menu  
 k = Set all units objectives to current hex  
 l = Load onto or with a unit  
 m = Toggle stance of selected unit  
 n = Next unit  
 o = Number of weapons (In Editor only)

p = Previous unit

q = Change unit cost (In Editor only)

q = Quit (In Editor sets unit modifier)

t = Start line

v = Show selected units area of view

w = New Headquarters

x = Place mines

z = Set and edit victory hexes (Editor only)

c = Clear darkened hexes

### Hot Key Only On Deploy Screen:

Space Key = Show unit data

= Set game length (In Editor only)

a = Combine two sections into one unit

r = Set maximum firing range

## Battle Map Screen

### Keyboard Equivalents

; = Set objective for selected unit  
 - = Zoom out  
 + = Zoom in  
 a = All formation toggle  
 b = Bombard with artillery  
 e = Encyclopedia  
 Enter Key = Unit moves  
 f = Fire selected unit at it's current target  
 g = Go to next formation  
 h = Headquarters list  
 l = Load selected unit  
 n = Next unit  
 p = Previous unit  
 q = End turn  
 r = Rally selected unit  
 s = Save game  
 t = Target unit  
 u = Clear darkened hexes and smoke  
 v = View recording of last player turn  
 x = Direct fire smoke  
 y = Range  
 z = Direct fire bombardment

### Hot Key Only On Battle Map Screen:

1 = One vehicle graphic for each vehicle  
 2 = One vehicle graphic for every 2 vehicles  
 3 = One vehicle graphic for every 3 vehicles  
 4 = One vehicle graphic for every 4 vehicles  
 f1 = Surrender the scenario  
 w = Fire at target with a specific weapon  
 d = Discharge smoke  
     (Unit must have "sd:x" rating)  
 Space bar = Show unit data  
 m = Toggle stance

## Map Editor

### Keyboard Equivalents:

- = Zoom out  
 + = Zoom in  
 b = Set for Level 2 hill  
 c = Set for clear terrain  
 d = Set for secondary road  
 e = Save map  
 f = Set fill range  
 g = Add map text  
 h = Set for Level 1 hill  
 j = Toggle between jungle and trees  
 l = Create beach and ocean  
 p = Set for primary road  
 r = Set for rough terrain  
 s = Set for stream  
 t = Set for Level 3 hill  
 u = Set for swamp terrain  
 w = Set for water  
 x = Clear map of terrain

### Hot Key Only on Map Editor Screen

Enter = show selected hex (makes it blink)  
 ; = Set small map ( set map vertical hex limit)  
 . = Toggle hex-sides  
 i = Map shift north 10 hexes  
 k = Map shift east 10 hexes  
 m = Map shift south 10 hexes  
 0 = Retreat hex player for 1  
 1 = Retreat hex for player 2  
 2 = Reinforcement hex #1 for player 1  
 3 = Reinforcement hex #2 for player 1  
 4 = Reinforcement hex #3 for player 1  
 5 = Reinforcement hex #4 for player 1  
 6 = Reinforcement hex #1 for player 2  
 7 = Reinforcement hex #2 for player 2  
 8 = Reinforcement hex #3 for player 2  
 9 = Reinforcement hex #4 for player 2

## CREDITS

Producer	Joe
Associate Producer	Mike
Game Design & Programming	Ken
Lead Scripter	James
Campaign Scripting	Rick
Scenario Design	David
Additional Scenario Design	W
Historical Research - Ground Forces	Jim
Historical Research - Air Forces	John
Interface Art	Mike
Additional Art	Art
Audio Programming Director	Rick
Audio Programming	Mike
Video Editing and Capture	Lee
Video Sequences	David
User Manual	Mike
Manual Editor	Mike
Music Composed & Arranged	Tim
Test Manager	Steve
Test Supervisor	James
Lead Product Tester	Rich
SSI Testers	David
External Testers	Chris
Graphic Design	Lee
Special Thanks	John

*Disclaimer: Neither the United States Marine Corps nor the Department of Defense has approved, endor*

## CREDITS

Producer .....	Joel Billings
Associate Producer .....	Mike Simpson
Game Design & Programming .....	Keith Brors & Gary Grigsby
Lead Scripter .....	James Young
Campaign Scripting .....	Richard Donnelly
Scenario Design .....	David Merrick
Additional Scenario Design .....	William Wilder, Chris Carr
Historical Research - Ground Forces .....	Jim Wirth
Historical Research - Air Forces .....	Jim Barbin
Interface Art .....	Maurie Manning
Additional Art .....	Art Team, Strategy First, Inc.
Audio Programming Director .....	Ralph Thomas
Audio Programming .....	Maurice Jackson
Video Editing and Capture .....	Lee Crawford
Video Sequences .....	Department of Defense, United States Marine Corps, United States Army, National Archives, General Dynamics Land Systems Division, FMC/United Defense
User Manual .....	Mark Whisler, Aaron Scheiber
Manual Editor .....	Anathea Lopez
Music Composed & Arranged .....	The Samsara Project
Test Manager .....	Sean Decker
Test Supervisor .....	Jason Ray
Lead Product Tester .....	Richard Wagenet
SSI Testers .....	Dave Wallick, Andrew Cermak, Garrett Graham, Dave Pope, Chris Cates, Jeff Powell, Bill White, Shilloh Anacleto, Mark Schmidt, Jeremy Dang, Damon Perdue
External Testers .....	Gordon F. Fox, Delwin Hinkle, Gordon J. Shenkle, Bill Waldheim, Ron Artigues, Rodney W. Harper, Ed Kettler, Judy Weller, John Bendel, Rick Allen, Steve Winslow, Michael Bell, Michael Knight, Bret McKee, Dave Davenport, Jay Martino, John Waters, Dale Hight, Mike Musser, Trey Marshall, Chuck Woodfield, Mario Kroll, Michael Wood, Hayden Dawson, Kelly Jones
Graphic Design .....	LOUIS SAEKOW DESIGN: Dave Boudreau & Leedara Zola
Special Thanks .....	Justine Douglas, General Dynamics, Peter Keating, General Dynamics, Cherie Somavia, FMC, Captain Thomas Fox, USMC, Major David Davenport, USMCR, Kathleen Canham Ross, U.S. Army PAO, Major Nancy LaLuntas, USMC, Don Houghtaling, DoD, Phil Strub, DoD

*Disclaimer: Neither the United States Marine Corps, the United States Army, nor any other component of the Department of Defense has approved, endorsed, or authorized this product.*

## STRATEGIC SIMULATIONS, INC. LIMITED WARRANTY

91

Strategic Simulations, Inc. ("SSI") warrants that the media on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 60 days from the date of purchase. If within 60 days of purchase the media prove defective in any way, you may return the media to **Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901** and SSI will replace the media free of charge. In addition, if the media prove defective at any time after the first 60 days, return the media to SSI and SSI will replace the media for a minimum charge of \$10.00 plus \$4.00 for shipping and handling. California residents, add applicable sales tax.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE CD OR DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME, OR FOR LOST DATA RESULTING IN ANY WAY FROM USE OF THE PROGRAM OR GAME, IN ALL CASES EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.) SSI FURTHER EXCLUDES AND DISCLAIMS, AND THE LICENSEE HEREBY WAIVES, ANY AND ALL PROVISIONS EITHER PRESENTLY EXISTING OR AS AMENDED IN THAT CERTAIN INTERNATIONAL SALE OF GOODS CONVENTION OF JANUARY 1, 1988, INCLUDING BUT NOT LIMITED TO ANY AND ALL WARRANTIES, WHETHER EXPRESS OR IMPLIED, THEREIN.

The enclosed software program and this manual are copyrighted. All rights are reserved. This manual may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this manual may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased. Any persons reproducing any portion of this book for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal action at the discretion of the copyright holder(s).

**©1997 Strategic Simulations, Inc., a Mindscape Company. All Rights Reserved.**

**STEEL PANTHERS is a trademark of Strategic Simulations, Inc.**

**All other trademarks and registered trademarks are the property of their respective holders.**

Uses Smacker Video Technology. Copyright ©1994 by Invisible, Inc. d.b.a. RAD Software. 

## WHAT TO DO IF YOU HAVE A DEFECTIVE CD OR DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the media itself.

Should you have defective media, please return the disk or CD only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. Replacement media will be provided upon our receipt of the defective media in accordance with SSI's warranty program as set forth in detail above.

## QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us at: Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 Attention: Technical Support (include a self-addressed, stamped envelope for reply). We can also be reached online at the addresses listed on the datacard that came with the game.

# STEEL PANTHERS™ III HOT KEYS

## BATTLE MAP SCREEN KEYBOARD EQUIVALENTS

' . . . Set objective for selected unit	p . . . Previous unit
' . . . Zoom out	q . . . End turn
+. . . Zoom in	r . . . Rally selected unit
a . . . All formation toggle	s . . . Save game
b . . . Bombard with artillery	t . . . Target unit
e . . . Encyclopedia	u . . . Clear darkened hexes and smoke
f . . . Fire selected unit at its current target	v . . . View recording of last player turn
g . . . Go to next formation	x . . . Direct fire smoke
h . . . Headquarters list	y . . . Range
l . . . Load selected unit	z . . . Direct fire bombardment
n . . . Next unit	

## HOT KEYS ONLY ON BATTLE MAP SCREEN

f . . . . . Fire selected unit at its current target	F1 . . . . . Surrender the scenario
1 . . . . . One vehicle graphic for each vehicle	w . . . . . Fire at target with a specific weapon
2 . . . . . One vehicle graphic for every 2 vehicles	d . . . . . Discharge smoke (Unit must have smoke discharger)
3 . . . . . One vehicle graphic for every 3 vehicles	Space bar . . . Show unit data
4 . . . . . One vehicle graphic for every 4 vehicles	m . . . . . Toggle stance

## HOT KEYS ONLY ON DEPLOY SCREEN

f . . . . . Fire selected unit at its current target	a . . . . . Combine units
Space Key . . . Show unit data	r . . . . . Set maximum firing range
'' . . . . . Set game length (In Editor only)	